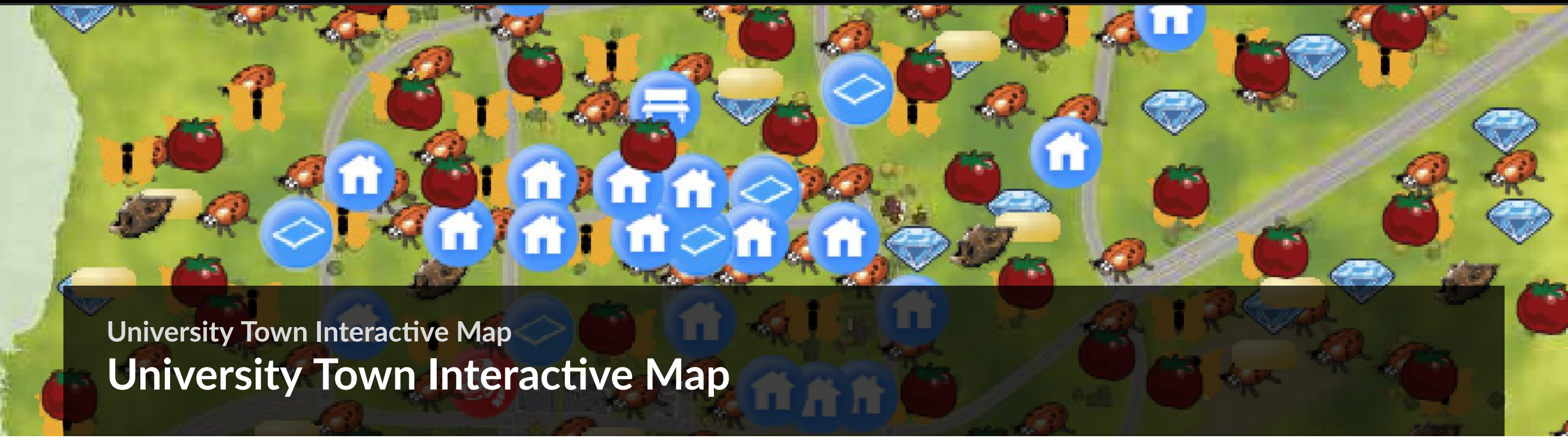
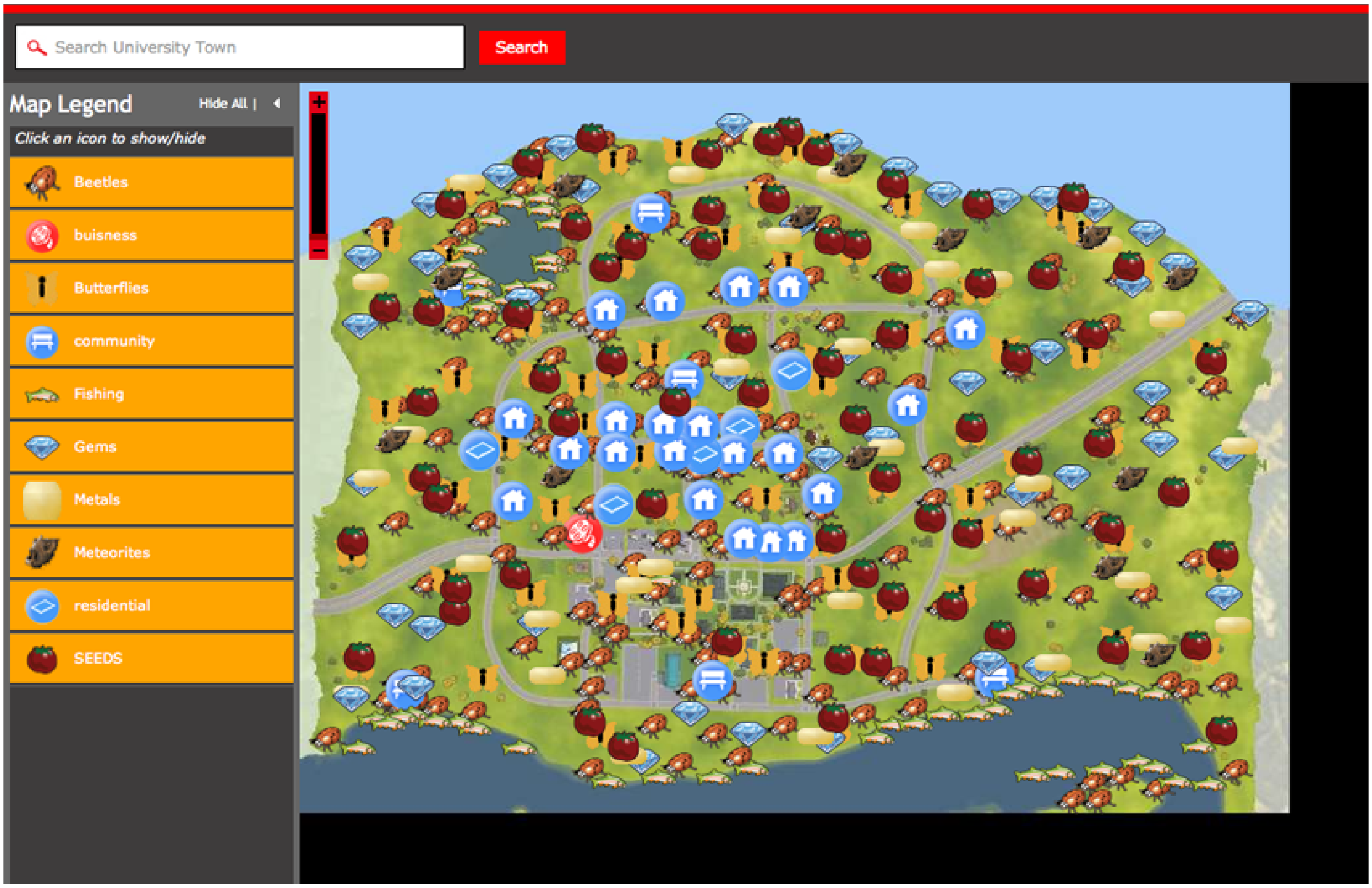


University Town Interactive Map

University Town Interactive Map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Click here for interactive maps

New Simology

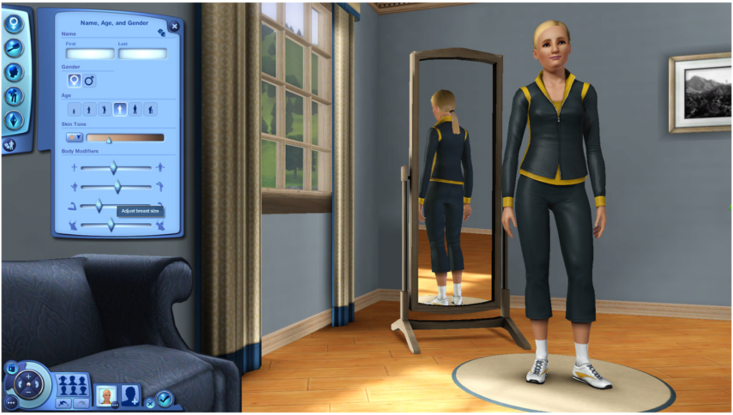
New Simology

It is time to take your Sims to a higher level—and the best way to do that is through higher education. The Sims 3:™ University Life expansion unlocks Sims University, a campus and college town where your Sims can go away to college and earn a degree. However, before packing your bags and donning campus apparel, you need to start at the beginning: Create a Sim. This section includes all you need to know about Simology, the science of what makes each Sim tick. New traits, new moods, new wishes—these are just a few of the building blocks you use to craft your Sims' narratives at Sims University.

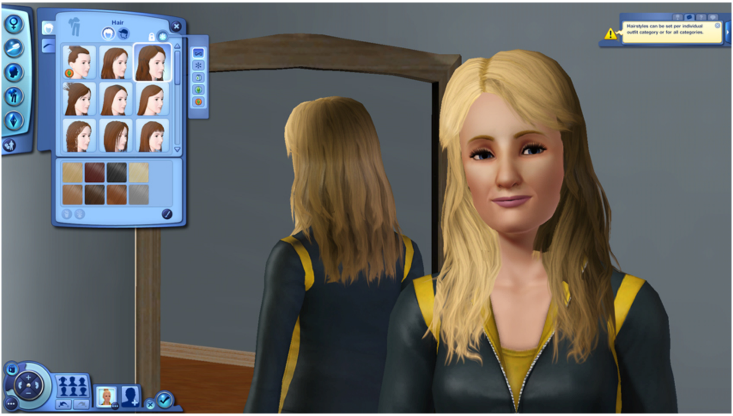
College life can be tough and fun at the same time. As you deal with classes, socializing, studying, partying, taking exams, and so forth, the type of Sim you create can help determine the majors and social groups where you are more likely to find success and fit in. Then once you enroll at Sims University, there are new socials, new Opportunities, new wishes, and new Lifetime Rewards. This chapter offers you inside information as well as an advanced look at these areas so you are prepared.

Create a Sim

If you want to create a new Sim in University Life, rather than just import an existing Sim, there are several new options, including new traits and Lifetime Wishes. You can also alter the appearance of your Sim in a variety of cosmetic ways. University Life adds many new options to Create a Sim, including new clothes, new hairstyles, and much more.



When you first enter the Create a Sim tool, you meet a pre-built Sim just waiting for you. You can choose this pre-set Sim and dig right into the personality or you can use this Sim like modeling clay. You can also play around with the Sim Bin, a collection of premade Sims that can be called into the Create a Sim "dressing room" and changed to your liking. Perhaps you dig that Sim's hairstyle but want a different color. Or you are struck by the face of a Sim but just aren't sold on a certain aspect, like the ears or chin.



Hairstyles can be set per individual outfit category or for all categories.

Chances are, though, that you will want to make more than just one or two small tweaks. You will want to design a Sim from the toes up (or the hair down). From the first screen of the Create a Sim toolkit, you have five tabs of options and potential changes. Here are the five tabs and their functions:

- Basics: This tab lets you name your Sim and change its gender, skin tone, muscle definition, and age. There are some new skin tones to try out. You can also adjust breast size for female Sims.
- Hair: Use this tab to change your Sim's hairstyle, hair accessories, body hair, eyebrows, and more.
- Looks: Go here to change the general appearance of your Sim's head and face, including making adjustments to chin, nose, eyes, and cheeks, tattoos, and make-up.
- Clothes: Select your Sim's basic wardrobe from this tab, including everyday wear, formal wear, athletic outfits, sleeping clothes, and swimwear.
- Personality: This tab lets you assign specific traits to your Sim, choose personal favorites (food, music, color, and zodiac sign), and select a Lifetime Wish.

Carried Over Cosmetic Changes

Create a Sim features such as body hair, breast size, make-up opacity, tattoos, and astrological signs are also carried over from previous expansion packs such as Ambitions, Generations, Late Night, and Supernatural. Even if you don't have these earlier expansion packs installed, the Create a Sim features introduced by these expansions are still available in University Life, offering a powerful set of Sim-altering tools for your prospective Sim.

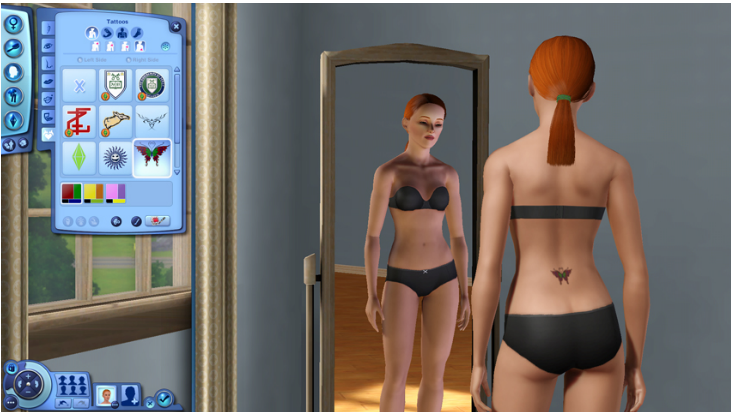
Note

Ultimately, the appearance of your Sims is up to you. Cosmetic alterations are just that—they do not affect success in relationships, careers, or other interactions.

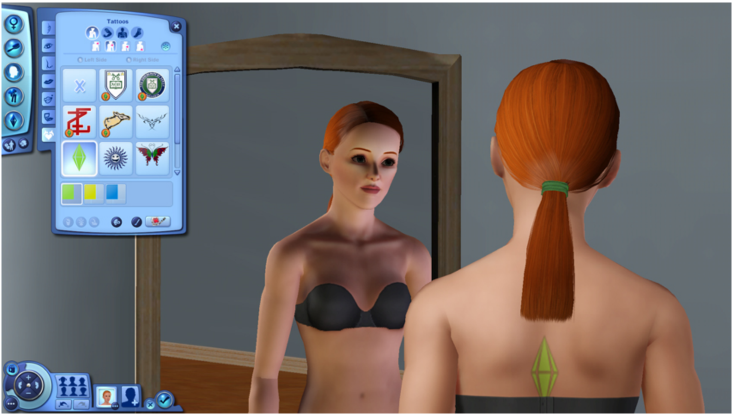
Tattoos

While tattoos were added in earlier expansions, University Life includes some new tattoos that you can use to show how true you are to your school. To add a tattoo to your Sim, choose the Looks tab. The Tattoo button is at the bottom of the menu, directly under Make-Up. When you select Tattoo, you get a near-full view of your Sim's body so you can apply the tattoo exactly where you want without any obstructions.

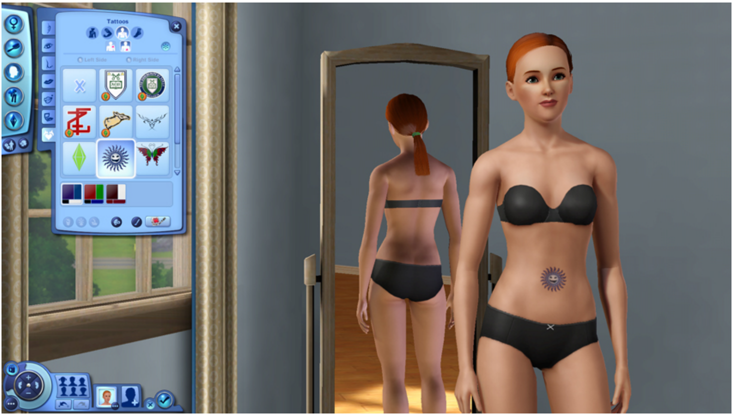
You may apply a tattoo to four places on your Sim: back, arm, chest, and ankle. In each body location, you can choose from a few different spots. For example, on the back, you can pick the shoulders, small of the back, or right in the dead-center.



Select a tattoo from the multitude of available options. There are even some to show your school spirit.

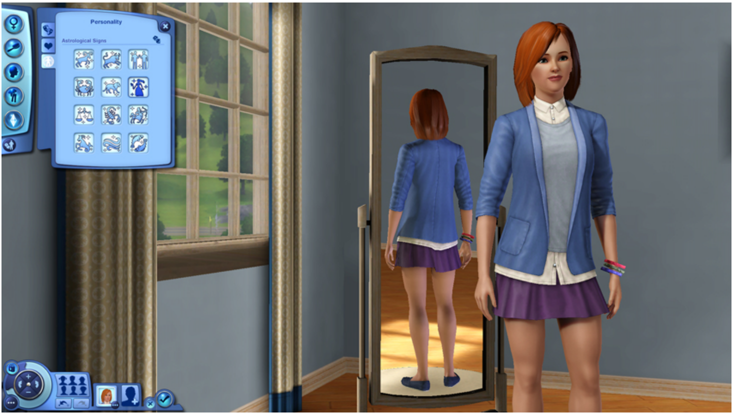


Once you've chosen the tattoo, use the color picker to adjust the tones and hues. Some tattoos have just one color, while others are composed of multiple fields that you can alter. Play around to get the tattoo that fits your look.



You can place more than one tattoo on your Sim. Use the controls to adjust the size and opacity of your tattoos. Your body is the canvas.

Astrological Signs



When crafting your Sim's personality, you can also give them an astrological sign. Select from the 12 familiar signs of the zodiac. This is as close as you can get to setting an actual birthday for your Sim, because these signs are associated with time periods on this side of the screen, although Sims operate on a far different calendar than we do. The 12 zodiac signs are:

- Aries
- Taurus
- Gemini

- Cancer
- Leo
- Virgo
- Libra
- Scorpio
- Sagittarius
- Capricorn
- Aquarius
- Pisces

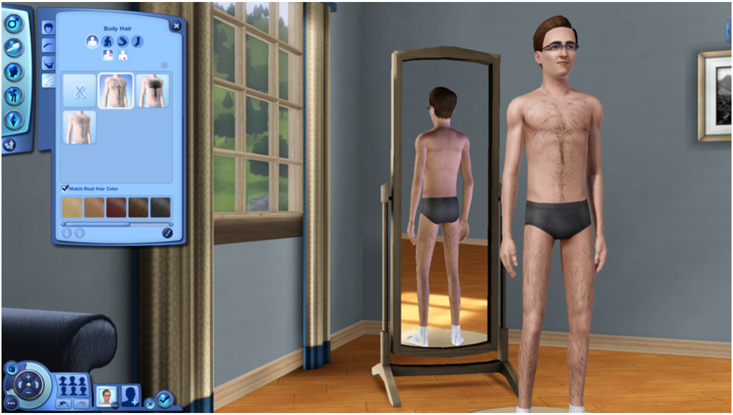
The zodiac signs are a part of your Sim's personality. During a conversation with another Sim, use the What's Your Sign social to try to learn that Sim's astrological sign.

If you find out their sign, the information is stored on that Sim's relationship entry in the Relationship tab of the Status panel. If the other Sim has a compatible sign, you both receive a small relationship boost. These are the compatible signs:

- Aries: Leo, Sagittarius, Gemini, and Aquarius
- Taurus: Virgo, Capricorn, Cancer, and Pisces
- Gemini: Libra, Aquarius, Aries, and Leo
- Cancer: Scorpio, Pisces, Taurus, and Virgo
- Leo: Aries, Sagittarius, Gemini, and Libra
- Virgo: Taurus, Capricorn, Cancer, and Scorpio
- Libra: Gemini, Aquarius, Leo, and Sagittarius
- Scorpio: Cancer, Pisces, Virgo, and Capricorn
- Sagittarius: Leo, Aries, Libra, and Aquarius
- Capricorn: Virgo, Taurus, Scorpio, and Pisces
- Aquarius: Libra, Gemini, Sagittarius, and Aries
- Pisces: Scorpio, Cancer, Capricorn, and Taurus

Body Hair

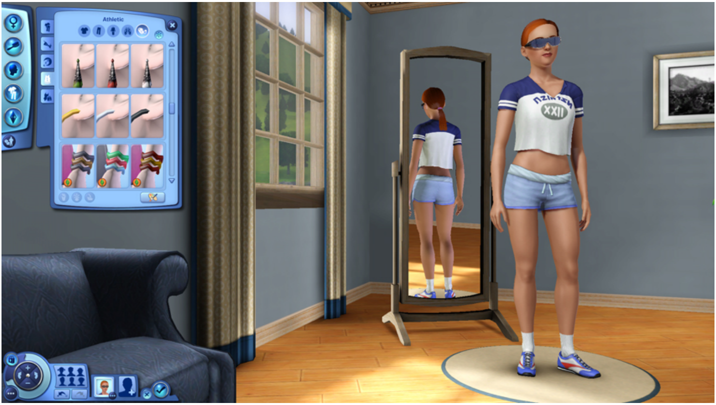
Supernatural first added body hair for your male Sims—and it is also available in University Life. Add body hair via a tab in the Hair section. When you click on the tab, you select which part of the body you want to graft hair to: chest, back, arms, legs. Then, choose the style and thickness of the hair as well as the color.

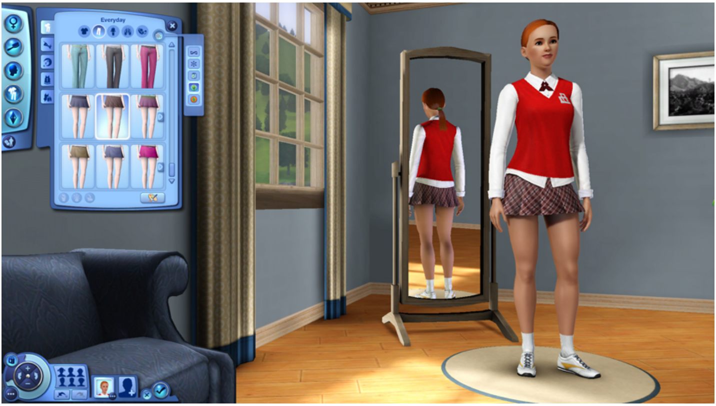


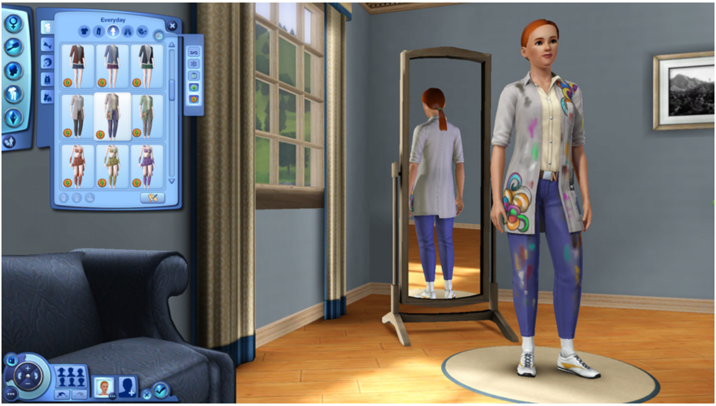
Make your Sim a manly man with some body hair.

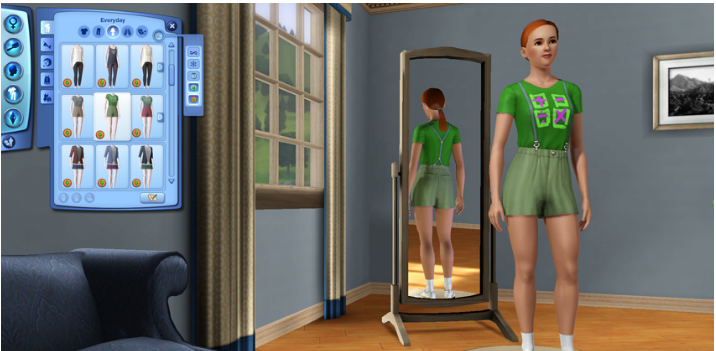
Expanded Closet

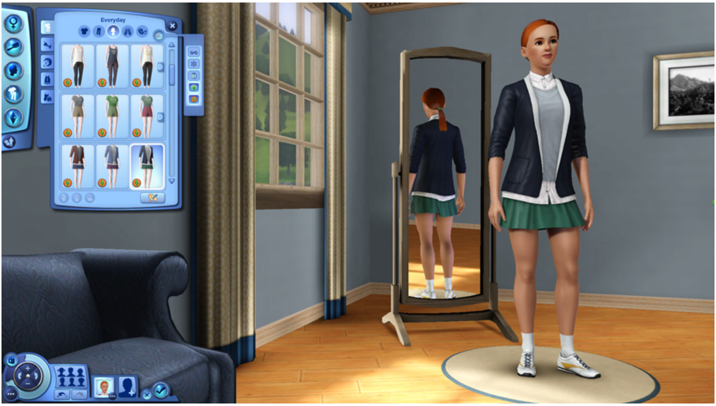
University Life offers a wardrobe of new clothes for your Sims. Most of these are the height of campus fashion and some feature college logos or mascots. Use Create a Sim to view the selection, and pick outfits that fit your Sim's personality and social group. Here are a few of the choices.

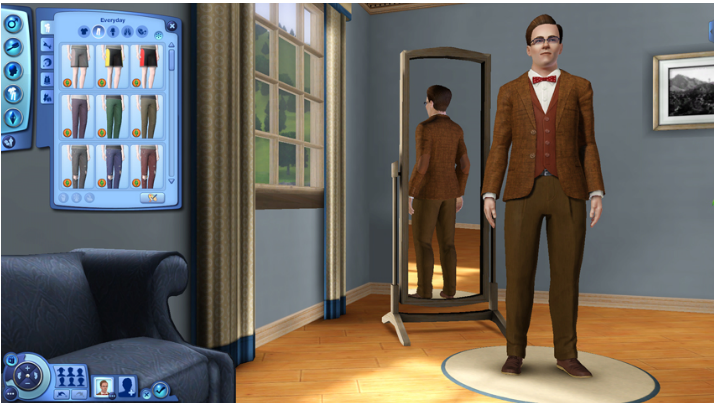


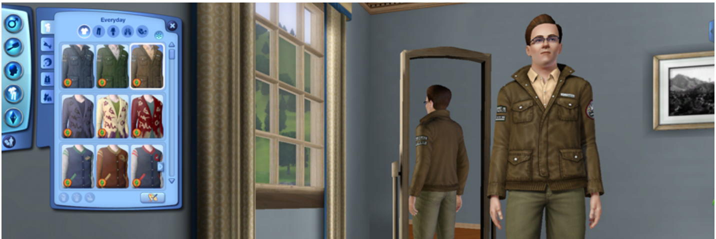






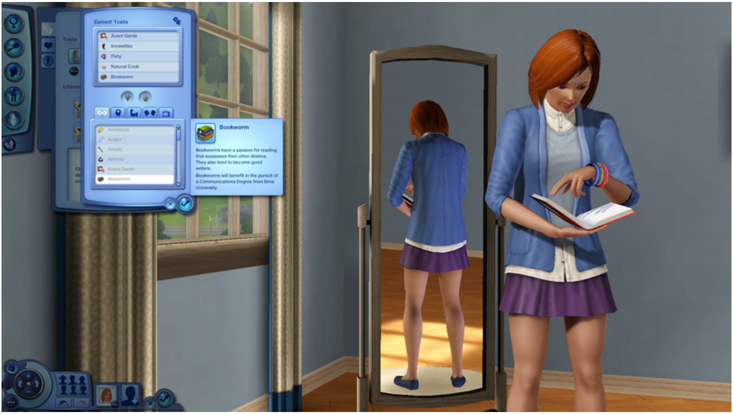






New Traits

One of the final choices in Create a Sim is to assign your Sim up to five different traits. These are the most important choices in Create a Sim because they can greatly affect your Sim's Lifetime Wish (the culminating dream of their life), can sway performance in classes or at work, affect skill development, and influence how a Sim interacts with others.



Bookworm

Bookworms have a passion for reading that surpasses their other desires. They also tend to become good writers.

Bookworms will benefit in the pursuit of a Communications Degree from Sims University.

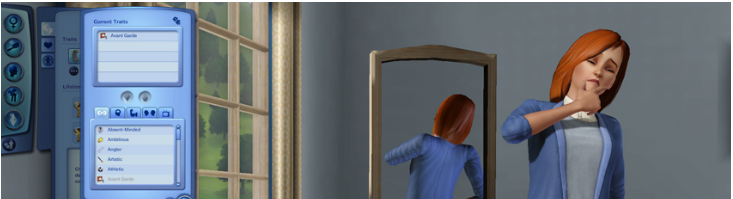
There are 63 possible traits to choose from in The Sims 3 base game. Traits include personality triggers such as Brave, Frugal, Loner, and Unlucky. They range from positive to negative, with a handful of relatively neutral traits somewhere in the middle. Because these five traits not only make up the core of your Sim's personality but also affect what Lifetime Wishes are suggested to them, consider how they might factor into the kind of life you'd like to live.

Caution

Focusing on a set of traits to support a major or new skill is great for that particular goal, but it comes at a cost. Your Sims are defined more by what they do rather than who they are.

University Life introduces several new traits to the equation: Avant Garde, Irresistible, and Socially Awkward. These traits are all focused on campus life and can influence the degrees your Sim earns as well as their social group status. And if you succeed socially, you can even unlock an extra trait slot! See "Social Groups" in the University Life chapter for more about this exciting possibility.

Avant Garde



- Description: Avant Garde Sims know what’s art and what’s not, and don’t mind letting other know. It’s tough to please an Avant Garde type! Avant Garde Sims will benefit in the pursuit of a Fine Arts Degree from Sim University
- Earliest Age Available: Teen
- Disallowed Trait: Can’t Stand Art, Easily Impressed
- Benefits: Sims with this trait can increase their Street Art skill faster, have an increased chance to create a Street Art masterpiece, and their works of art are worth more. They can write Poetry books at a level 2 writing skill and Satire books with a level 4 Writing skill. Offers the following exclusive socials: Describe Radical Idea, Condescend the Mainstream, Enthuse about Obscure Music, and Accuse of Being a Sellout.
- Shortcomings: None
- Unique Features: Avant Garde Sims start out with the Street Art Duffel Bag in their inventory and can use the Critique interaction on Art and Street Art objects.

Irresistible

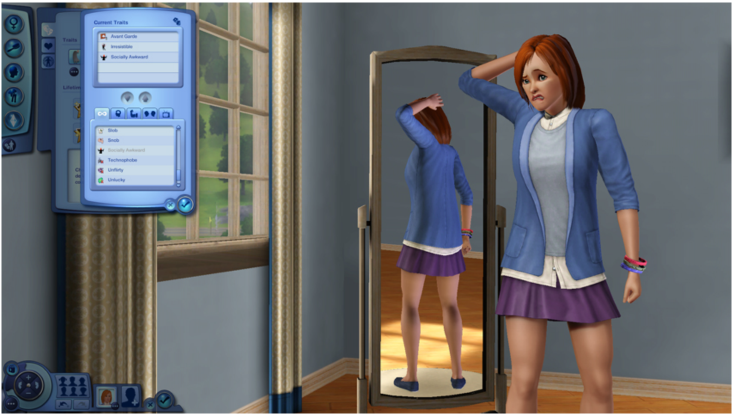
Current Traits
Avant Garde
Irresistible
Traits
Lifetime
Hydrophobic
Inappropriate
Insane
Irresistible
Kleptomaniac
Light Sleeper

- Description: Irresistible Sims are quite charming, although often times they may get more than they asked for! Dates will be easy to find, and others will flock to socialize with them, because they're just so irresistible.
- Earliest Age Available: Teen
- Benefits: Sims with this trait can more easily progress through social interactions to get into romantic relationships. They are rarely rejected for favors or dates. Offers the following exclusive socials: Talk About Being Irresistible, Boast About Good Looks, Wink, and Blow Kiss.
- Shortcomings: None
- Unique Features: When a Sim has both the Irresistible and Charming traits, he or she is more likely to receive favors.

Tip

If you want your Sim to join several social groups, the Irresistible trait is helpful because it will help you advance in each of these groups.

Socially Awkward



- Description: Socially Awkward Sims try to fit in, but sometimes say the wrong thing at the wrong time. It's not easy being Socially Awkward, but it sure is awkward!
- Earliest Age Available: Teen
- Disallowed Trait: Charismatic

- Benefits: Socially Awkward Sims can increase their Science skill faster.
- Shortcomings: During Friendly, Funny, Romantic, or Mean socials, Socially Awkward Sims have a chance of triggering an Awkward result instead of the desired result. Therefore, they have difficulty getting into Romantic relationships.
- Unique Features: These Sims can experience four new Moodlets: Foot in Mouth, Missed the Opportune Moment, Messed Up the Punchline, and Accidental Compliment.

Tip

Once a Socially Awkward Sim is good friends or better with the Sim with whom he or she is socialized, the Awkward result is replaced with a positive reaction.

Note

Why would you want to select a trait that makes it harder to socialize when socials are an important part of the college experience? Giving your Sim a weakness can make it much more rewarding when you finally get past the awkward stage of a relationship. Plus this can help you gain influence in the Nerd social group, and gain Science skill faster.

New Lifetime Wishes

In Create a Sim, you select a Lifetime Wish. Each Sim has six possibilities. Five options are determined by the traits you give your Sim. The sixth option allows you to select any Lifetime Wish you want, regardless of assigned traits. Satisfying a Lifetime Wish takes a lot of work, but is worth a lot of Lifetime Happiness points, the currency used to purchase Lifetime Rewards.

In addition to maintaining the Lifetime Wishes of The Sims 3, University Life introduces several new Lifetime Wishes. The easiest way to access a specific Lifetime Wish is to select one or two traits that are directly related to it. For example, if you select the new Avant Garde trait, it's likely that the Street Credible Lifetime Wish will appear among your suggested Lifetime Wishes.

Blog Artist

- Reach Level 10 in Social Networking Skill
- Create a Five Star Blog

A successful blogger captivates their audience and leaves them yearning for the next post. It's not easy to combine witty observations and impeccable timing, but someone's gotta keep the netizens entertained. The one who does will earn the title of Blog Artist.

Major Master

- Earn Three Degrees

For some, there's no limit to the amount of learning they can endure, and the thrill of class is enough to keep earning degrees. They are called Major Masters. With a bag full of books and a caffeinated drink in hand, they're a university warrior ready to learn!

Perfect Student

- Earn a University Degree with a Perfect GPA

Earning a university degree is an accomplishment all in itself. But to earn one with a perfect GPA takes as much brawn as it does brains. Late nights will be spent studying and a little luck will be needed to pass exams, but it's worth it for a perfect GPA.

Reach Max Social Influence with All Social Groups

- Reach Max Influence with All Social Groups

Being an influential Sim in one group is difficult enough, but reaching max influence across three groups? That's a challenge any social Sim will gladly accept! It won't be easy and there is much schmoozing to do, but rest assured there will be comrades to be found around every corner.

Tip

Use your new smart phone to keep track of your influence in each of the three social groups and find out what you need to increase influence with each group. For more about social groups, see "Social Groups" in the University Life chapter.

Scientific Specialist

- Reach Level 10 in Scientific, Medical, or Business Career
- Reach Level 10 in Science Skill

The universe is a mysterious place with even more mysterious rules governing it. Few can ever hope to understand such rules, but those who live vicariously by collecting and analyzing samples will earn the title of Scientific Specialist and tell the rest of us how the universe works.

Street Credible

- Reach Level 10 of Street Art Skill
- Create 7 Masterpiece Murals

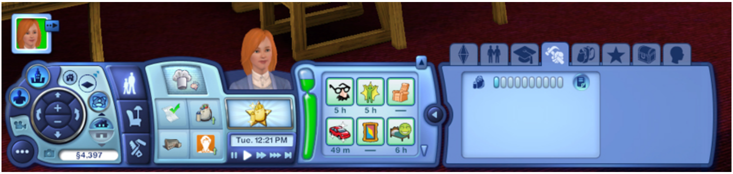
For a street artist armed with a spray can, the world is their canvas waiting to be painted. It takes a keen eye and a steady hand to create masterful art on the walls and ground, but a street artist wouldn't have it any other way.

New Moodlets & Wishes

There are many avenues to happiness and fulfillment (and a few back roads to misery, too). You'll get the most out of University Life by discovering the best ways to get your Sims feeling good about themselves. To do this, let's zero in on the smartest (and easiest) ways to deliver unto your Sims their dreams, such as helping them build careers, develop skills, or seek out exciting Opportunities.

New Moodlets

A quick way to check a Sim's current happiness—or lack thereof—is mood. Mood is displayed in the Mood meter that occupies the bottom-center of the screen, right next to the portrait of the active Sim. The Mood meter is shaped like an upside-down exclamation point. When the meter is green, your Sim is in a good mood. As the Sim dips toward neutral or tense feelings, the meter turns yellow. When the meter displays red, your Sim is seriously bummed or agitated about something going on in their life or the world around them. You need to immediately correct whatever situation or interaction is upsetting them or else mood will tank out. Not only will you not be able to bank Lifetime Happiness points, but you also risk spoiling Opportunities and relationships.



Pay close and constant attention to the Moodlet panel because moodlets contribute to your Sim's overall mood. Moodlets are the fleeting bits of emotion that come and go with the flow of time as well as the presence of external influences. Some negative moodlets require direct attention. Others, especially the positive moodlets, should be enjoyed and whenever possible maintained so you can extend or at least maximize their benefits. Neutral moodlets often act as indicators, such as hints as to hunger level. A neutral moodlet left unattended will sometimes devolve into a negative moodlet, which in turn spoils the day. Keeping an eye on neutral moodlets is an enormous time-saver, because having to change your actions to overcome a negative moodlet can cost several hours... and often some Simoleons!

Moodlets

Icon	Name	Effect	Duration	Description
	A Bit Juiced	5		A few swigs of juice have Sim feeling frisky! Risky behaviors don't seem so risky, and bad decisions seem better.
	Accidental Compliment	-5	60	What seemed like a backhanded and venomous comment turned sweet and complimentary. Sim is very confused on how that happened...
	Bad Test Taker	-10	240	It's one thing to do poorly on a test, but Sim absolutely tanked it!
	Being Watched	-10	1440	Rebellion is a blast, but being caught isn't. Sim better be careful engaging in risky behavior—someone is watching and ready to catch him or her!
	Blogged Out	-5	120	All that blogging can take its toll and the only cure is a good break. Sim is officially blogged out!
	Botinitus Minorous	0	240	Sim is feeling very strange after a recent experiment. He or she should get to a Science Lab while there's still time!
	Boundless Creative Energy	10	240	Sometimes input from peers kick-starts the creative engine. Sim is inspired to fill the world with truth and light!
	Brain Dead	-10	360	Sim is having troubles focusing on the world around him or her. This can't bode well for academic performance...
	Brilliant Megaphonist	10	180	Sim is a first-rate practitioner of the Noisy Arts. A recent bout of megaphone ownage has him or her pumped up!
	Caught Cheating	-10	2880	Academic fraud is a serious offense. Sim got caught, so Sim'll have to try to get Sim's name cleared.
	Cheat Sheet	0	2880	Sim has a Cheat Sheet up Sim's sleeve like an Ace of Spades. Exams are obstacles no more, if he or she doesn't get caught cheating!
	Clinically Critiqued	20	240	Artists can't have fragile egos. A good round of constructive criticism has Sim's mind in an enlightened state.
	Coffee Breath	0	180	That raw Coffee Bean was delicious, but now Sim's breath smells like stale coffee beans.
	Cotton Mouth	0	240	After donating saliva, Sim's mouth feels dry and tacky. It also tastes a bit like breakfast.
	Cozy Fire			Sim is enjoying the warm glow of the bonfire. Add some wood to really add some heat to the fire!
	Crashed Party	30	360	The juice kegger was great while it lasted. Maybe it was a little too awesome, since the cops had to shut it down!
	Dumped By Text	-50	360	Dumpville—populated by Sim. Being dumped via text is the worst, and the best rebound is to kiss another Sim!
	Eureka	30	360	There's nothing more satisfying than a scientific experiment going off without a hitch.
	Exhibitionist	40	240	Showing off his or her body for art has given Sim the thrill of a lifetime!

Failing University	-20		Sim was given a great educational opportunity, and he or she is on the verge of squandering it!
Feeling Important	10	360	Sim can't get any more important. He or she gave insight into something, and Sims listened. Doesn't get any better!
Feeling Naked on the Inside	-30	240	Posing nude is liberating for some and excruciating for others. You found yourself in the latter camp.
First Class	20	120	Sim just finished Sim's first University class of the term! The butterflies were fluttering, but now Sim is settled down and ready for more.
First Lecture	20	120	University gives you access to the world's brightest minds! Sim just got out of Sim's first guest lecture and is jazzed about the knowledge he or she gained.
Foot In Mouth	-5	60	Sim tried to say something nice but it just came out all wrong!
For Science	10	120	Sim can't get enough of science, and neither can his or her friends! When great minds come together, anything's possible. Excelsior!
Genius IQ	10	720	Sim is feeling a burst of increased brainpower. Classes and tests should be a breeze for Sim.
Gift of Giving	50	360	Every day is a holiday when Sims act selflessly! Spontaneous gift-giving has lightened up Sim.
Giggle Fits	30	240	Sim's recent exposure to the Advanced Humor Sciences has overwhelmed hir or her frontal lobes' self-regulating ability. Everything seems really funny.
Got Away With It	0	2880	Sim cheated and got away scot-free! Just remember: it's only wrong if you get caught.
Gotta Blog About	10	360	A day of idle pondering has Sim focused, and you're raring to flood the Internet Tubes with provocative thoughts!
Grades Slipping	0		Sim's focus hasn't been devoted to Sim's studies. Sim's stressing over his or her falling grades.
Happily Ever After	10	2880	All it took was a successful protest to restore happiness in the world. Lifetime Happiness will be in abundance for now!
Herb Basil	10		Sim is feeling quite ambitious and opportunistic. Now's the time to show work who's boss and earn that promotion!
Herb Bumbleleaf	10		Sim feels nearly invincible! He or she won't get caught tagging and cheating and can withstand fire for a few hours too.
Herb Buzzberry	10		Getting more athletic has never been easier for Sim!
Herb Chamomile	10		Sim feels rather social right now, and will have no trouble fitting in with any social group.
Herb Cinnamon	10	120	Spicy. Saucy. Brave. Sim is feeling all of these right now, and ready to get romantic!
Herb Ginseng	10		If there's ever a time for late night studying or antics, it's now! Sim won't be crashing due to low energy.
Herb Greenleaf	10		Losing weight won't be difficult for Sim. Sim's feeling quite motivated to shed some pounds!

Herb Lavender	10		Sleep is for the weak, and Sim isn't weak. he or she can spend more time doing stuff and less time sleeping.
Herb Licorice	10		Sim isn't feeling hungry right now. Actually, he or she probably won't be hungry for a while!
Herb Nausea	-25	120	Too many herbs made Sim nauseous! The thought of herbs makes him or her sick, so they should be avoided for now.
Herb Peppermint	25		Everybody loves the fresh taste of peppermint, including Sim.
Herb Wonderpetal	10		Sim is in quite the studious mood! A little studying and paying attention during class will go a long way!
Hive Mind	0	360	Intense collaboration brings Sim together. Sim's abilities are boosted by his/her colleagues. The trickiest tasks just seem to get done.
I Graduated From University	20	14400	It's great day for Sim! Not everyone can endure the rigors of university, so Sim is feeling rather proud.
Improved Academic Performance From Protest	10	2880	A successful social movement has change and fresh energy in the air! He or she attacks his or her studies with renewed focus.
Increased Understanding	10	2880	The successful protest sure did wonders! Everything suddenly makes sense for Sim and getting better at things just got easier!
Junior Mascot	0		Sim has been given a rare mascot opportunity. Work on your Running Man dance, Horsey-style dance and precision backflips!
Liquid Crash	-10	240	Anyone perfect must be lying; anything easy has its cost. An energy drink gave him or her a boost, but a hard crash follows.
Liquid Energy	0	180	A surge of sugar from an energy drink has him or her riding high! All of your impulsive ideas suddenly seem like fantastic decisions.
Lost a Trivia Challenge	-15	240	He or she couldn't name the taxonomic Order to which Llamas belong, and you're bummed out. The answer was “Artiodactyla.”
Lost Identity	-10	720	Who am I? Where's my family? What do I like? A brain enhancing malfunction has warped Sim's brain and given him or her a new identity.
Made Your Mark	20	1440	The paint is drying and Sim is getting away! His or her name is spreading, even if it looked like a silly scribble.
Messed Up the Punchline	-5	60	Sim had the perfect laugh line, but he or she crashed and burned in the end.
Minor Setback	-10	360	A failed experiment set Sim back, but you're determined to nail the next one!
Missed the Opportune Moment	-5	60	Social success is all about timing, but Sim fell flat on his or her face this time. Another awkward moment for Sim.
Murphy Clinophobia	-5	360	Falling murphy beds will leave a lasting impression on unsuspecting Sims. Sim is being extra cautious around dangerous murphy beds.
Obsessed	15	480	A paramour's kiss floated Sim's way, and now he or she can't get that enticing Sim out of his or her head.

	Organic Cat Creation Buzz	30	180	The Red Berry Bean flooded Sim with B-Vitamins, X-Foliants, and Oxidaziants to create an explosion of flavor in your mouth.
	Organic Kona Lift Buzz	30	180	The mysterious Kona Bean has given Sim a serious buzz. He or she feels ready to run through walls!
	Organic Midnight Mud Buzz	30	180	The effects of the Midnight Bean left Sim's reflexes primed for any gaming challenge. Bring it on!
	Organic Old Joe Buzz	30	180	The decadent taste of the Cortado Bean left Sim feeling ready to face the world again! This time, with fewer bathroom breaks.
	Organic Slappucino Buzz	30	180	Sim is loving the effects of the Maui Bean yet doesn't feel a post coffee crash coming. He or she couldn't feel better!
	Phone Junkie	5	360	Being addicted to your phone isn't always a bad thing! Information and friends are at your fingertips 24/7.
	Phone Withdrawals	-20	240	Experiencing phone withdrawals is awfully painful for Sim. So much web surfing and socializing being missed right now!
	Plant Sim Dehydrated	-30		PlantSims need plenty of water to function, and Sim is running dry! Go get some water to keep those fluids moving!
	Plant Sim Hydrated	30		So many Sims pay close attention to nutrition, sleep, and exercise. Sim has your priorities straight: hydration is paramount!
	Plasmatic Platitudes	10	240	Sim feels a little deflated, but his or her soul is shining bright after donating plasma!
	Poisoned	-25	180	Sim doesn't feel quite right and that green skin isn't a good sign... Sim is hoping this is just temporary...
	Power Nap	10	120	This group project is nearly done, but an exhausted Sim needs one last energy surge to get over the top.
	Preparing for University	0	2880	Sim finished his or her Aptitude Test. He or she is excited to show off your acceptance letter and give out farewell hugs.
	Proud	10	240	Sim is proud to be shown a university acceptance letter. He or she is excited and couldn't be prouder!
	Prying Eyes	10	240	That nude-modeling stint was fun, but Sim may not want to make it a habit. This isn't a career.
	Radioactive Bug Bite	-20	240	Ouch! That bug bite sure did hurt! Sim feels something pulsing through his or her veins... What could it be?
	Rejected	-30	360	Sim miscalculated in a social situation. He or she tried to climb the social ladder by asking for an introduction, but ended in failure.
	Saw a Great Movie	10	240	Some films strike the perfect balance of great dialogue, engaging characters, and gripping plots. Sim is in cinematic ecstasy!
	Saw a Terrible Movie	-10	240	Terrible dialogue, limp characters, and a laughable plot: Sim loves the movies, but he or she wasted his or her time with this one.
	School Pride	15	120	Few things bring Sims together like celebrating a big sports win or the presence of the mascot. Sim burns with pride!

	Secretly Admired	10	180	Who sent that mysterious text? Sim is delighted to know that someone is secretly admiring him or her!
	Secretly Stalked	-10	180	Sometimes receiving a mysterious text is a good thing... Sim however is rather creeped out about it...
	Shared Great Idea	5	180	Sim just shared your brilliantly radical idea with the world, and blew someone's mind!
	Stolen Test Answers	0	2880	Academic subterfuge has Sim eyeing opportunities! There's no telling who'll want these answers.
	Streaker	20		Running around in his or her birthday suit never gets old for Sim!
	Studious Studier	10		Long hours of nosing in books has honed Sim's mind to a razor edge. He or she is ready for class!
	Study Fatigue	-10		Hard work is important, but Sim has forgotten the most important lesson: all things, even study, in moderation.
	Study Holic	15		Fanatical devotion to his or her studies has pushed Sim into a Zen-like state. Sim is itching to go to class and learn!
	Super Juiced	30		Not just content to have some sweet sugary juice, Sim is kicking things up a notch. Watch out!
	Taking the Day Off	0	960	Sim will enjoy the day off by getting another Sim to go to class for him or her!
	There and Back Again	-5	720	Morbid ranting has put Sim on the reaper's watch list. Sim'd better be careful, lest something truly tragic happen...
	Threw a Killer Party	40	1440	Sim is in a much friendlier mood after the great reception from his or her party.
	Threw an Amazing Party	35	1440	After throwing that party, Sim is feeling great! Sim's starting to get the hang of hosting parties!
	Threw a Raging Party	45	1440	Sim can't believe how epic that party was. Sim's in a great mood and can't wait for the next one!
	Uninhibited	20	240	A mob mentality has taken root in the project group! Sim is ready to push the limits of good sense.
	Urban Masterpiece	20	360	Struck by a lightning bolt of inspiration, Sim created a true Street Art Masterpiece. Society quakes beneath your feet.
	Urban Work of Art	10	180	With some spray paint and a healthy dose of moxie, Sim beautified his or her neighborhood.
	Victorious Protest	20	360	Making a difference through a successful protest sure feels great for Sim. Another one is definitely in order!
	Wasted Great Idea	-5	180	Sim thought he or she had a brilliant thought, but nobody seemed to care... The good news? Ideas are free!
	With Flying Colors	10	240	Whew! Sim didn't expect to pass that exam! He or she's pumped about nailing it!
	Won a Trivia Challenge	15	240	With his or her intimate knowledge of Uzbekistan, Sim won a great intellectual victory! He or she's feeling fantastic.

New Wishes

As soon as your Sims begin, they start expressing wishes via the Wish panel at the bottom of the screen. In addition to their Lifetime Wish, which you selected in Create a Sim, Sims can have up to four active wishes at a time. When a Sim has a new wish, it appears in the arched bubble on top of the Wish Panel. Multiple wishes can stack up in that arched area, so use the arrows on either side to scroll through them and see what the active Sim desires at that given moment.

To promise a wish and add it to your Sim's active wishes, left-click on the wish. To deny a wish, right-click on it. There is no punishment for denying a wish. A Sim will just forget about it—there are no grudges for canning a Gardening class wish or whatever. However, dismissing a wish doesn't necessarily mean a new wish will immediately take its place. You may have to wait a while before your Sim conceives of a new wish. Exploring town or mingling with other Sims often encourages your Sim to develop new wishes, so if you need to nudge your Sim, get out there!

Caution

You cannot undo a wish denial, so think before you right-click on that little dream.

Wishes are not universal across age groups. Sims of differing ages will want different things. A child will never desire to join a specific career track, but instead will want to be talked to, played with, or receive a new object like a toy. Teen Sims start to mingle wishes with young adult and adult Sims, although you will see slight variations on wishes—many are socially oriented, too. Because Sims can undergo personality changes as they age, some wishes do not survive the move between age groups. For example, the desire to have a baby will disappear when your adult Sim moves into the elder age bracket.

To learn more about a wish, just move the cursor on top of it. The full details of the wish appear in a box. The box explains what the wish is, what needs to happen to fulfill the wish (you can sometimes get hints here), and how many Lifetime Happiness points the wish is worth once fulfilled. Wishes with loftier or more time-consuming goals are commonly worth more Lifetime Happiness points.

Wishes are spread across several categories, such as skill wishes or trait wishes.

Academic
Analyze Statistics
Analyze Statistics X Times
Attend after hours Studies
Complete a Degree
Complete a term with an A
Complete a term with an B
Complete a term with an C
Complete a term with an D
Complete a term with an F
Complete a university degree with perfect GPA

Complete Business Degree
Complete Communications Degree
Complete FineArts degree
Complete PhysEd Degree
Complete Science Degree
Complete Technology Degree
Complete X Degrees
Earn X credits toward Business Degree
Earn X credits toward Communications Degree
Earn X credits toward FineArts Degree
Earn X credits toward PhysEd Degree
Earn X credits toward Science Degree
Earn X credits toward Technology Degree
Go To Class
Go To X Classes
Major Master
Pass a Test
Study
Enroll in University

Bowling

Bowl X Games
Bowl X Strikes
Bowl a Turkey
Get a Strike During a Cosmic Bowling Special Event
Go Bowling with Friends
Go Cosmic Bowling
Score X Points while Bowling
Score a Perfect Game

Career
Earn X Simoleons as a Sports Agent
Negotiate Contract
Negotiate X Contracts
Work at Home
Scan Art
Scan X Art

Experiment
Perform Gene-splicing Experiment
Perform Herbal Medicine Experiment
Perform Horticulture Experiment
Perform Radiation Experiment

Food
Drink a Soda
Eat a Candy Bar
Get Something Free from Vending Machine
Receive a Candy Bar
Receive a Soda
Shake Vending Machine
Slam Vending Machine

Games
Play a Game of Ping Pong with a Specific Sim
Play Arcade Game
Play Computer Game
Play Video Game Console
Throw Flying Disc with a Specific Sim
Win X Games of Ping Pong

Jock
Perform School Cheer
Play Sports at the Stadium
Practice School Cheer

Lifetime Dreams
Level 10 of Video Game Career
Five Star Blogger (Reach Max Lvl Social Networking skill and create X Five Star Blogs)
Max All Influence Skills

Nerd
Boast about Gamer Skillz
Complain about Video Games
Enthuse About Comic Books
Get A Brain Enhancement
Hold Video Game Convention
Issue a Trivia Challenge to a Specific Sim
Mind Meld with a Specific Sim
Throw a Video Game LAN Party

Party
Attend a Bonfire Party
Attend a Juice Kegger Party
Perform a Keg Stand
Play Juice Pong
Spice Up a Bonfire
Throw a Bonfire Party
Throw a Juice Kegger Party
Use Bonfire

Rebel
Start a Specific Type of Protest

Science
Make Clone of a Specific Sim
Scientific Specialist
Analyze Fish
Analyze Insect
Analyze Mineral
Analyze Plant
Correlate Scientific Data

Get DNA Sample from a Specific Sim
Perform Ink Blot Test on a Specific Sim
Perform Stimulus Response Test on a Specific Sim
Research Sample
Research Science

Skills

Increase Your Influence with a Skill
Join a Skill Social Group
Max Influence a Skill

Social

Meet a Specific Nerd
Meet a Specific Rebel
Meet a Specific Jock
Flower Kiss a Specific Sim
Flower Kiss X Sim

Social Networking

Change a Relationship using Relationship Transmogrifier
Change Your Relationship with a Specific Sim using Relationship Transmogrifier
Change Your Sim's Blog Theme
Create a Blog
Earn X Simoleans or More from Blog Follower Donations
Have X Blog Followers or More
Have X Star Blog or Higher
Meet a Sim Using the Sim Finder App
Sell a Blog
Sell a Blog for X Simoleans
Write a New Post on the Blog App

Street Art
Street Art Lifetime Reward (Reach Lvl 10, X Masterpieces)
Clean Up Tagged Wall
Complete a Ground Mural
Complete a Wall Mural
Complete Ground Mural Masterpiece
Complete Wall Mural Masterpiece
Complete X Ground Murals
Complete X Wall Murals
Earn X Tips from Painting Street Art Murals
Tag a Wall

Traits
Add an Herb to a Meal
Get a New Personality
Go Streaking
Go Streaking During the Day
Go Streaking X Times
Photosynthesize
Scan Art
Scan X Art
Send a Text to a Specific Sim
Show Gross Video on Cell Phone
Skip Class
Skip X Classes
Take Photo with Friend
Talk to Plant
Talk to X Plant
Critique Artwork
Describe Radical Idea
Say What's Wrong with the World
Show Off a New Gizmo

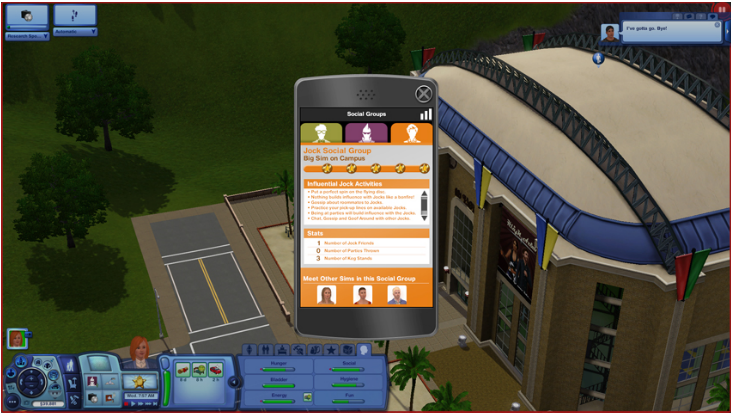
Lifetime Rewards

When you max your mood into the bubble at the top of the Mood meter, you begin accumulating Lifetime Happiness points. Lifetime Happiness points are also earned by fulfilling wishes. Lifetime Happiness points are a precious commodity indeed, because they are then traded in for Lifetime Rewards, which are a series of special skills, traits, and objects with unique properties. Gather as many Lifetime Happiness points as possible—this is a great way to measure to the progress of your Sim and see how well they are doing in life.

Note

Lifetime Rewards exclusive to specific social groups appear in the picker only when you are playing as a Sim in that social group.

Jock Influence



Social Groups

Jock Social Group
Big Sim on Campus

Influential Jock Activities
- Put a perfect spin on the flying disc.
- Nothing builds influence with Jocks like a bonfire!
- Gossip about roommates to Jocks.
- Practice your pick-up lines on available Jocks.
- Being at parties will build influence with the Jocks.
- Chat, Gossip and Goof Around with other Jocks.

Stats

1	Number of Jock Friends
0	Number of Parties Thrown
3	Number of Keg Stands

Meet Other Sims in this Social Group

I've gotta go. Bye!

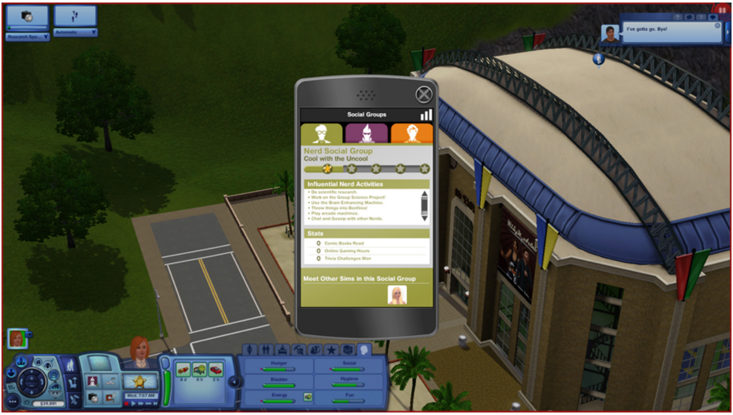
- Cost: 2,000
- Social Group Exclusive: Jocks
- Description: Advance your way up toward becoming team captain of the Jocks.

Purchase this Lifetime Reward when you are in the Jock social group to increase your influence with this group.

Note

Social group rewards are available only to teen and older Sims.

Nerd Influence


I've gotta go. Bye!

Social Groups

Nerd Social Group

Cool with the Uncool

Influential Nerd Activities

- Do scientific research.
- Work on the Group Science Project!
- Use the Brain Enhancing Machine.
- Throw things into Bonfires!
- Play arcade machines.
- Chat and Gossip with other Nerds.

Stats

0 Comic Books Read

0 Online Gaming Hours

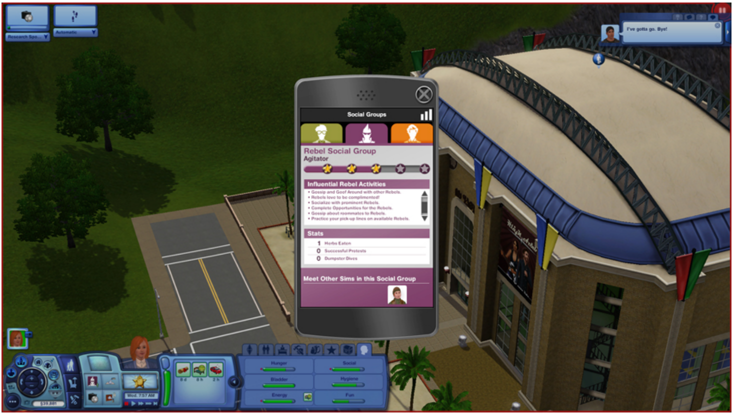
0 Trivia Challenges Won

Meet Other Sims in this Social Group

- Cost: 2,000
- Social Group Exclusive: Nerds
- Description: Move up the ladder of the Nerd herd.

Gain social influence in the Nerd social group by purchasing this reward.

Rebel Influence


I've gotta go. Bye!

Social Groups

Rebel Social Group

Agitator

Influential Rebel Activities

- Gossip and Goof Around with other Rebels.
- Rebels love to be complimented!
- Socialize with prominent Rebels.
- Complete Opportunities for the Rebels.
- Gossip about roommates to Rebels.
- Practice your pick-up lines on available Rebels.

Stats

1 Herbs Eaten

0 Successful Protests

0 Dumpster Dives

Meet Other Sims in this Social Group

- Cost: 2,000
- Social Group Exclusive: Rebels

- Description: Increase your influence with the Rebels.

By purchasing this reward, you receive a boost to your influence with the Rebel social group.

Note

Social group influence rewards help you advance within each specific social group. This can help you unlock other rewards as a result.

Honorary Degree

- Cost: 50,000
- Description: Purchase a degree of your choice.

Earning a degree at Sims University takes time and costs money. However, if you save up your reward points, you can just buy a degree.

Note

This is a good reward to get if you are going for the Major Master Lifetime Wish where you need to earn three degrees. Build up reward points while earning your first two degrees and then purchase the third degree.

Opportunities

Opportunities are occasional events related to your skills and/or career. The rewards for completing Opportunities include Simoleons, promotions, skill gains, and more. University Life offers many new Opportunities connected to the new college campus lifestyles.

Note

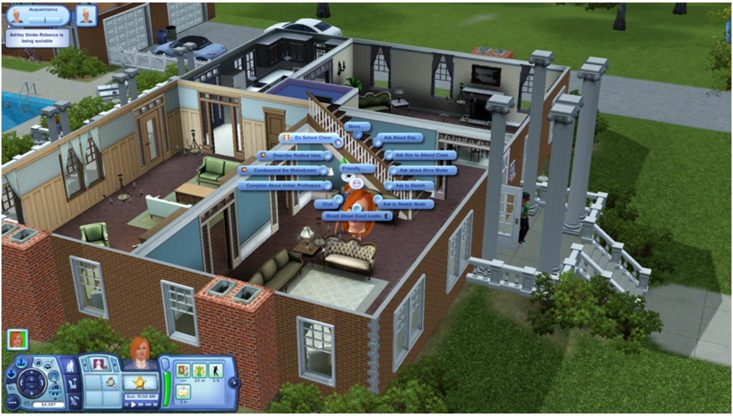
Many Opportunities are time sensitive. If you are presented with an Opportunity with a time limit, such as participating in a cook-off, you are given the deadline right up front. Keep these deadlines in mind because many Opportunities actually require a little work. You cannot expect to complete an Opportunity with just 10 minutes left on the clock. To track your active Opportunities, use the Opportunity tab in the Status panel.

New Opportunities

Name	Description	How to Complete
Horror scopes? Oh, horoscopes!	The basics of fortunetelling is all in the horoscopes. Master reading the horoscope and your Sim will be well on their way to becoming a world renowned fortune teller.	Read “The Horrors of Horoscopes” and return to work to increase your job performance and relationship with your boss.
The Fortunes of Fortune Telling	Instead of blindly picking an event so far into the future that your client will just forget about, how about adding some finesse to your Sim’s fortune telling?	Read “Unfortunate Fortune Telling” and return to work to increase your job performance and relationship with your boss.
Divine Beings	Understanding the divinity of divine beings is key to anyone in a mystical profession. What makes one so divine? What is divinity for that matter? All will be revealed soon enough.	Read “Divine Divinity” and return to work to increase your job performance and relationship with your boss.
Importance of Palms	Palms. Is there a more crucial piece to telling a good fortune? Of course not! But this obvious piece to fortune telling isn’t always obvious to a burgeoning fortune teller. At least not anymore.	Read “Passing Palms” and return to work to increase your job performance and relationship with your boss.
A Lesson in Psychics	Fortune tellers may not have much need for normal physics, but the meta style of physics are of utmost importance. A deep understanding of metaphysics lays the path to your client’s fortune.	Read “Fabrication of Metaphysics” and return to work to increase your job performance and relationship with your boss.
Tricks of the Tarot	Knowing how to read tarot cards is an important part of any professional fortune teller. The perfect blend of showmanship and deciphering is a mystery to many…	Read “Tricky Tarots” and return to work to increase your job performance and relationship with your boss.
Mastering Motifs	It’s not easy painting the right motif to draw upon the fortune of your client. Use too much and your client will laugh it off and too little makes the fortune unbelievable. It needs to be just right.	Read “Minnie Mystic’s Mystical Motifs” and return to work to increase your job performance and relationship with your boss.
Guiding the Elements	The other tips and tricks to amazing fortune telling? They’re all fake. The elements are the true key to otherworldly fortune telling. Master the elements and your Sim will master fortune telling.	Read “Psychic’s Guide to the Elements” and return to work to increase your job performance and relationship with your boss.
Fictional Fortunes	Your Sim is becoming a master of accurate fortune telling. Just one problem – not all fortunes are good! Nobody likes to hear a bad fortune and the key to repeat business is ending on a happy note.	Read “Turning Bad Fortunes Good” and return to work to increase your job performance and relationship with your boss.
Help Investigation	The case of the missing Golden Llama is getting ice cold and the local police could sure use your Sim’s help! Only a psychic can dissect the scene of the crime to reveal the criminal mastermind.	Go to the Police Station and offer your psychic services.
Give Private Reading	Your client is very important, so your Sim better deliver a favorable fortune!	Give a Private Reading.
Stay Late	Murphy’s Law has no boundaries. Of course nobody needed their fortune told until the end of your Sim’s shift. And fortunes aren’t going to tell themselves.	Stay late to help read fortunes.
Forsake My Fairy Charms	Some will do anything for love, even if it means giving up being a fairy for your loved one.	Go to the Arboretum to Forsake the Fae and lose your fairy powers.
Forsake My Vampire Guile	If true love was meant to be, then losing your Sim’s vampiric powers is in their destiny. It also means no more need for Vampiric Sunscreen!	Enter the Vault of Antiquity to forsake your Sim’s vampiric powers and become a human Sim.

Forsake My Witchitude	Your Sim has a decision to make: lose the fur and become a human or keep the beast within. The choice won't be easy but true love's destiny will show the way.	Go to the Day Spa to Forsake Werewolf Powers and become a normal, not so hairy human Sim.
Forsake My Werewolf Powers	In the name of love, your Sim can lose their witchy ways and fancy spells to become a normal every day human Sim.	Go to the Science Lab to Forsake Witchitude and lose all those magical spells to become a human Sim.
Becoming a Fairy (step 1)	Not everyone has the opportunity to become a fairy, but for a lucky few it's the chance of a lifetime!	Find a Bloodstone, Moonstone, Sunstone, and Yellow Sapphire and bring them to the Arboretum.
Becoming a Fairy (step 2)	Just a small taste of being a fairy was quite thrilling for your Sim. The first step was a small one, but the next step in becoming a fairy won't be so easy!	Return the following four Nice Quality or better harvestables to the Arboretum: Beeswax, Spotlight Mushroom, Glow Orb Mushroom, and Ghost Chili.
Becoming a Fairy (step 3)	If Pollen Punch is any indication, it's totally gonna be worth it to take the next step in becoming a fairy!	Find the following four Metals and return them to the Arboretum: Iron, Palladium, Silver, and Gold.
Becoming a Fairy (step 4)	This is it! Your Sim is so close to becoming a fairy they can feel the pixie dust on their fingers!	Bring the following four butterflies back to the Arboretum: Moth, Monarch, Gold, and Red.
Alchemic Mastery (step 1)	Any Sim can become a great alchemist, but achieving Alchemic Mastery is something few individuals can achieve. It won't be easy but for those who dare its quite an accomplishment!	Find four insects of any kind and return them to the Science Lab.
Alchemic Mastery (step 2)	Buckle up because now things are getting serious! Your Sim handled the first challenge with aplomb, but will they be able to continue in their quest for Alchemic Mastery?	Return the following three Nice Quality or better harvestables to the Arboretum: Wolfsbane, Mandrake, and Red Valerian.
Alchemic Mastery (step 3)	Precious gems and metals hold the key to unlocking Alchemic Mastery. Nothing can stop your Sim now in separating themself from a common run of the mill alchemist.	Return any two of each Gem or Metal to the Vault of Antiquity.

New Socials



The many new socials in University Life greatly increase the number of conversation options available to your Sims. All the original socials from The Sims 3 are still available, but this new set of socials is added to the mix so your Sims have even more to gab about—and more avenues for building relationships. Several socials are related to the three social groups on campus. Others are available depending on skill or academic choices and more.

Note

Most socials affect LTR (Long Term Relationship). That's the measurement of your overall relationship with another Sim. The STC (Short Term Commodity) of a social influences LTR. For example, if you use multiple Friendly STC socials and they are well received, that improves the LTR with the other Sim in the conversation, which we call the Target Sim in the following chart of new socials.

The following table includes socials added to University Life. Use it to help guide conversations. Here's how the table breaks down:

- Social: Name of social as seen in the conversation menu
- Commodity: Commodity associated with the social
- Actor/Target Age: Ages in which the social is applicable
- C = Child
- T = Teen
- Y = Young Adult
- A = Adult
- E = Elder
- Social Available When?: What prompts the use of the social
- Social Group Actor?: Social is exclusive to Actors in this social group
- Social Group Target?: Social is exclusive to Targets in this social group
- Special Success Result?: If social is successful, the following special condition or reward happens.

Social	Commodity	Actor Age	Target Age	Available When?	Social Group Actor?	Social Group Target?	Special Success Result?
Accuse of Being a Sellout	Insulting	TYAE	TYAE	Actor is Avant Garde			
Accuse of Cheating in class	Insulting	TYAE	YAE				
Ask for Extra Credit	Neutral	TYAE	AE	Target must be the Actor's Professor			Actor receives opportunity to complete extra work for large increase in academic performance
Ask for Test Answers	Friendly	YAE	YAE				Actor receives Stolen Test Answers moodlet
Ask to Study Together	Friendly	YAE	YAE		Nerd		Gain Nerd Influence and academic performance
Ask to Endorse Coolness	Friendly	TYAE	TYAE				

Berate Ignorance	Neutral	TYAE	TYAE	Actor is Genius, Mean, Perfectionist, or Snob	Nerd	Gain Nerd Influence
Blow Kiss	Friendly	TYAE	TYAE	Actor is Irresistible		
Boast about Gamer Skillz	Neutral	TYAE	TYAE	Actor is Computer Wiz or Daredevil	Nerd	Gain Nerd Influence
Boast About Good Looks	Neutral	TYAE	TYAE	Actor is Irresistible		
Brag About Cheating	Friendly	YAE	TYAE	Actor has Got Away With It moodlet		
Catch Up on Old Times	Friendly	TYAE	TYAE	Actor has completed first term at University		
Cinnamon Kiss	Amorous	TYAE	TYAE	Actor has Cinnamon moodlet		Target gets the Cinnamon moodlet
Complain about Unfair Professors	Friendly	YAE	TYAE			
Complain about Roommate	Friendly	TYAE	TYAE	Actor has roommate who is not Target		
Complain about Video Games	Neutral	TYAE	TYAE		Nerd	
Compliment Strength of Character	Friendly	TYAE	CTYAE	Actor is Influential		
Condescend the Mainstream	Friendly	TYAE	TYAE	Actor is Avant Garde		
Congratulate Sim on Graduation	Friendly	CTYAE	TYAE	Target must have Just Graduated moodlet		
Congratulate Cheater	Friendly	TYAE	YAE	Target must have Got Away With It moodlet		
Criticize World View	Neutral	YAE	YAE	Actor must have A United Voice moodlet		
Dare Sim to Ask for Test Answers	Friendly	YAE	YAE		Rebel	
Dare Sim to Ask a Specific Sim out on a Date	Friendly	TYAE	TYAE		Nerd	
Dare Sim to Divide by Zero	Friendly	TYAE	TYAE		Nerd	
Dare Sim to do a Keg Stand	Friendly	YAE	YAE	Juice Keg must be on the lot	Jock	
Dare Sim to Eat Cinnamon	Friendly	TYAE	TYAE		Rebel	
Dare to Imply that Someone's Mother is a Llama	Friendly	TYAE	TYAE		Rebel	

Dare Sim to Kiss a Specific Sim	Friendly	TYAE	TYAE		Nerd	
Dare Sim to Streak	Friendly	YAE	YAE		Jock	
Dare Sim to Watch a Gross Video	Friendly	TYAE	TYAE		Nerd	
Dare Sim to Dumpster Dive	Friendly	TYAE	TYAE		Jock	
Describe Radical Idea	Friendly	TYAE	TYAE	Actor is Avant Garde		Actor gets Shared Great Idea moodlet
Ask to Draw Sim while Nude	Friendly	YAE	YAE	Actor must have Sketchbook		Actor gains Painting skill
Enquire about Grade	Neutral	TYAE	AE	Target must be the Actor's Professor		
Enthuse about Comic Book	Neutral	TYAE	TYAE			Actor gains Nerd Influence
Enthuse about Obscure Music	Friendly	TYAE	TYAE	Actor is Avant Garde		
Extract DNA Sample	Friendly	TYAE	TYAE	Actor must have Science skill		Both get the For Science moodlet
Farewell Hug	Friendly	YAE	TYAE	Actor or Target must have the Preparing for University moodlet		
Gossip about Roommate	Neutral	TYAE	TYAE	Actor has roommate who is not Target		
Hand out Protest Flyer	Neutral	TYAE	TYAE	Actor must have an upcoming Protest scheduled		
Heat of the Moment Kiss	Amorous	TYAE	TYAE			
I Must Draw You	Friendly	TYAE	TYAE	Actor must have Sketchbook		
Ink Blot Test	Neutral	TYAE	TYAE	Actor must have Science skill		Both get the For Science moodlet
Joke About Professors	Friendly	YAE	YAE	Actor must attend the University		
Kiss and Make Up	Amorous	TYAE	TYAE	Available with the Apologize social		
Meet Roommate	Neutral	TYAE	TYAE	Actor and Target must be Strangers and Roommates		
Mind Meld	Neutral	TYAE	TYAE		Nerd	Gain Nerd Influence
Mooch from Roommate	Friendly	YAE	YAE	Actor and Target must be Roommates		Actor can receive Simoleons

Nag Roommate to...	Friendly	TYAE	TYAE	Actor and Target must be Roommates			Target will Clean Up, Fix Broken Things, Make a Meal, or Tend to Plants
Offer Test Answers	Friendly	YAE	YAE	Actor must have Stolen Test Answers moodlet			
Plant Sim—Ask for Herbs	Friendly	TYAE	TYAE	Target must be a Plant Sim			Actor receives a random Herb
Plant Sim—Flower Kiss	Friendly	TYAE	TYAE	Actor must be a Plant Sim			Target receives Obsessed moodlet
Plant Sim—Poison Kiss	Hostile	TYAE	TYAE	Actor must be a Plant Sim			Target receives Poisoned moodlet
Postulate Theory	Neutral	TYAE	TYAE		Nerd		Actor gains Science skill and Nerd Influence
Question a Sim's Worth	Insulting	TYAE	CTYAE	Actor must be Influential			
Really Loud Introduction	Neutral	TYAE	TYAE	Actor must have Megaphone and meeting Target for first time			Actor receives Brilliant Megaphonist moodlet
Rebound Kiss	Amorous	TYAE	TYAE	Actor must have the Betrayed or Heart Broken moodlet			
Remember That Time When	Friendly	YAE	YAE	Both Actor and Target must have attended the University			
Reminisce about University Life	Friendly	YAE	YAE	Both Actor and Target must have attended the University			
School Cheer	Friendly	TYAE	TYAE		Jock	Jock	Increase in Party Score during a Bonfire Party
Sell Test Answers	Friendly	YAE	YAE	Actor must have the Stolen Test Answers moodlet	Rebel		Actor receives Simoleons
Show Funny Video on Phone	Funny	TYAE	TYAE	Actor must have a Smart Phone			
Show Gross Video on Phone	Funny	TYAE	TYAE	Actor must have a Smart Phone			
Show Internet Cats Video on Phone	Funny	TYAE	TYAE	Actor must have a Smart Phone			
Show Off New Gizmo	Friendly	TYAE	TYAE		Rebel		
Show University Acceptance Letter	Friendly	YAE	TYAE	Actor must have the Preparing for University moodlet			Target receives the Proud moodlet
Spicy WooHoo	Amorous	YAE	YAE	Actor must have the Cinnamon moodlet			Target receives the Cinnamon moodlet
Stimulus Response Test	Neutral	TYAE	TYAE	Actor must have the Science skill			Actor receives the For Science moodlet

Strike a Pose	Friendly	TYAE	TYAE		Jock		
Take Photo of Self and Friend with Smart Phone	Friendly	TYAE	TYAE	Actor must have a Smart Phone	Jock	Jock	Actor gains Jock Influence
Take Romantic Photo Together with Smart Phone	Friendly	TYAE	TYAE	Actor and Target must have a Romantic Relationship			Actor gains Jock Influence
Talk about being Irresistible	Friendly	TYAE	TYAE	Actor must be Irresistible			
Talk about Brain Enhancement	Neutral	TYAE	TYAE		Nerd		Actor gains Nerd Influence
Talk about Changing the World	Friendly	YAE	YAE	Actor must have A United Voice moodlet			
Talk about a Specific Sim	Friendly	TYAE	TYAE	Actor must have Obsessed moodlet			
Talk about University	Neutral	TYAE	TYAE				
Trivia Challenge	Neutral	TYAE	TYAE		Nerd		Actor gains Nerd Influence
Wake Up with Megaphone	Neutral	TYAE	TYAE	Actor must have a Megaphone			Actor receives Brilliant Megaphonist moodlet; Target receives Rude Awakening moodlet
Wink	Friendly	TYAE	TYAE	Actor must be Irresistible			

Achievements

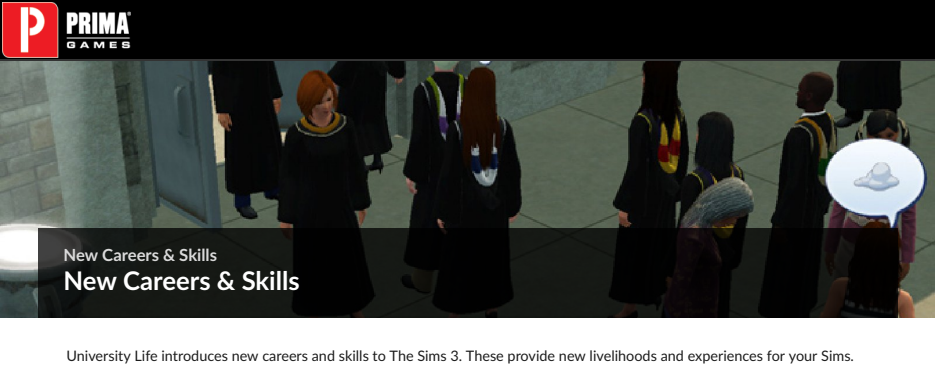
If you're logged into your The Sims 3 account, you can earn new Achievements and Badges associated with The Sims 3 and University Life expansion. Here's a complete list of all Achievements and their associated Badges. How many can you collect?

Achievements

Achievement	Requirement	Level
10 to the 4th Simoleons	Earn §10,000 by Correlating Scientific Data	Platinum
Professional Student	Earn all 6 Degrees	Platinum
My Mind Your Thoughts	Mind Meld with 10 Sims and Win 10 Trivia Challenges	Gold
Plant Kisses	Have a Plant Sim Give 10 Flower Kisses and 10 Poison Kisses	Gold
Major Master	Earn the Major Master Lifetime Wish	Gold
Send in the Clones	Reach Level 10 of the Science Skill and Clone 24 Sims	Gold
So You Want a Revolution…	Have a Sim Announce 20 Protests from a Podium	Gold
Sunlight and Water	Have a Plant Sim Absorb 20 Puddles and Photosynthesize 20 Times	Gold
Texterity	Have a Sim Send 50 texts	Gold
Woohoo, Herbs, and Guitar	As a Rock Star burn Sweet Grass in a bonfire and WooHoo with a Sim at the Theater	Gold

Conventional Game Conventions	As a Game Studio Head hold 3 Video Game Conventions	Gold
Positive Potential	Find All 4 Positive Outcomes from the Group Science Project	Gold
5 for 5	Sell X Different 5-Star Blogs	Gold
Digital Connection	Unlock the Sim Finder App and Find 10 Sims	Silver
Double Dog Dared	Complete 10 Dares Opportunities	Silver
Lane Champion	Have your Sims Play 15 Games of Bowling	Silver
Long Distance Kisser	Have an Irresistable Sim Wink and Blow Kisses at Sims 20 times	Silver
Master of the Musical Dynasty	Fulfill the Hit Movie Composer Lifetime Wish	Silver
Master of the Rockin' Dynasty	Fulfill the Rock Star Lifetime Wish	Silver
Silver Tongue	As an Agent of Truth, Have a Sim Negotiate 3 Contracts	Silver
Sterling Scholar	Earn the Perfect GPA Lifetime Wish	Silver
Trying To Fit In	Complete 10 Social Group Opportunities	Silver
Unlocking the Sim Potential	Peform the Genius IQ Interaction on the Brain Enhancing Machine 10 Times	Silver
Giving the Business	Have a Sim Earn a Degree in Business	Silver
Scientific Sim	Have a Sim Earn a Degree in Science	Silver
High Tech	Have a Sim Earn a Degree in Technology	Silver
Communicator	Have a Sim Earn a Degree in Communications	Silver
Fine Artist	Have a Sim Earn a Degree in Fine Arts	Silver
Getting Physical	Have a Sim Earn a Degree in Physical Education	Silver
Planning Presentation	Have a Sim Practice a Presentation 10 Times with the Business Planner	Silver
On The Spot	Interview 15 Sims with the Communications Degree Mobile Microphone Station	Silver
New Shiny Thing	Have a Sim Show Off a New Gizmo to 10 Sims	Silver
Romantic Photos	Have a Sim take a Romantic photo of Themself with Someone 20 Times	Silver
10 for 100	Sell 10 Blogs for at Least §100 each	Silver
Street Artist	Earn the Street Art Lifetime Wish	Silver
Tough to Please	Have an Avant Garde Sim Critique 40 Times	Silver
Following The Numbers	As a Sports Analyst, Analyze Statistics on the Smart Phone 6 Times	Bronze
Herbal Remedy	Get a Buzz Crash Then Eat Some Sweet Grass	Bronze
Love At First Sight	Have a Sim Succeed with the Heat of the Moment Kiss 5 Times	Bronze
Saving For School	Complete 5 Day Jobs	Bronze
So Irresistable It Hurts	Have an Irresistable Sim Boast About Their Good Looks and Talk about Being Irresistible 3 Times	Bronze
Tastes Like Foot	Have A Socially Awkward Sim Put their Foot in their Mouth (Buff) 5 Times	Bronze
That Was It	Have a Socially Awkward Sim Miss the Opportune Moment (buff)	Bronze
We've Got Spirit Yes We Do!	Have a Sim Practice the School Cheer 5 Times	Bronze

Savviest Scanner	As an Savvy Scanner, Scan 5 Works of Art	Bronze
New Relationships	Transmogrify 5 Relationships	Bronze
Professional Barista	Make 10 Drinks at a Barista Bar	Bronze
Cinnamony	Add Cinnamon to a Meal then Give a Cinnamon Kiss and Have Some Spicy WooHoo	Bronze
Herbs & Beans	Have a Sim Eat Each of the 12 Herbs and 4 Coffee Beans Raw	Bronze
Final Destination?	Have a Sim Rant About Death Until he Arrives	Bronze
Kegs and Pixels	Have a Sim do a Juice Keg Stand then Go Streaking	Bronze
In The Buff	Sketch 5 Nude Sims	Bronze
Logged In	Play 5 Online Games	Bronze
Exams For Sale	Have a Sim Sell Test Answers to 5 Sims	Bronze
WooHooty!	Have a Sim send 3 WooHooty texts	Bronze
Breakup Text	Break Up with Someone Via Text	Bronze
Tag!	Tag 10 Walls	Bronze
So Rad	Have an Avant Garde Sim Describe 10 Radical Ideas	Bronze



New Careers & Skills

New Careers & Skills

University Life introduces new careers and skills to The Sims 3. These provide new livelihoods and experiences for your Sims. Many of the skills and careers in University Life are attuned to campus life. At the University, going to school is a career in itself. But socializing is an important part of campus life also. Sims can gain Influence with the three social groups, and by advancing to the top levels of theses groups, Sims can unlock the three new careers of Art Appraisal, Sports Agent, and Video Game Developer. Plus there are three new skills: Science, Social Networking, and Street Art.

Note

There are also two new hidden skills: Bowling and Ping Pong, which are based on activities that Sims can enjoy while at Sims University.

New Careers

While you are at Sims University, you are focusing on the Academics career as you work toward a degree. However, once you return to your home, you have access to three new careers that must be unlocked either at the University or in your home town.

Most of your work at Sims University takes place in the buildings where classes are held.

The three new careers are by invitation only. Each one is related to one of the three social groups. Once you max out your Influence in one of the social groups, you will receive a job offer once you are back home.

There are multiple ways to advance a career. Promotions are the most common benchmark of success and always come with a one-time Simoleon bonus, but there are social aspects to each career that involve getting to know co-workers, which has the potential to widen your circle of friends. While at work, you can set the "tone" for your performance (more on this in a moment), which affects how you interact with co-workers or approach the job itself. As you advance, your schedule changes and your salary rises. Typically, there are perks or benefits for hitting certain promotions.

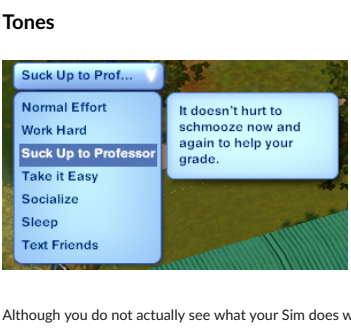
When you return from Sims University with a degree, you can post your resume. A menu appears on the screen after you are back home. Just select to post your resume and it will automatically go out to prospective employers. If you have a degree when posting your resume, you'll start your career at a much high level then you would have normally. For more information on degrees and careers, see the University Life chapter. For careers related to your degree, you can begin at the highest level in the career.

Tip

Going to work in a good mood boosts your chances of promotion. Do something fun the night before work so you have some great moodlets when you go to the job.

You can be fired from a career. If you stop showing up for work, your employer will call you and let you know that your services are no longer needed. You can also perform so poorly on the job that you're handed a pink slip. So, keep a good eye on the Performance meter in the Career tab of the Status panel. It's also a good cheat sheet for the requirements that the next promotion is based on.

Tones



Although you do not actually see what your Sim does while on the job (at least for standard careers versus professions or being self-employed), you can select general behavior for that work day through tones. Tones include behaviors such as working hard, getting to know co-workers, and sucking up to the boss. Many of these tones play into earning promotions at work, so look at the provided promotion requirements for each career to see what tones are best for the next step in that career.

Not all tones are available from the first day. In some careers, additional tones are earned when you reach specific promotions or choose a specific career path. The Academics career has its own unique tones as well.

RETIRING

Later in life, Sims can retire from a career and make a daily pension. This pension is smaller than the wages normally made at that promotion level, but it is a great way to pull in daily income for necessary food and objects while pursuing skills.

Academics

The Career panel is replaced with an Academics panel while at Sims University.

Academics is the only career you can have at Sims University. It begins when you enroll at the University and consists of attending classes, lectures, and experiences in your area of study. Unlike normal careers, you do not earn a salary. Instead, you pay your tuition up front at the start of the term when you enroll. This section focuses on the work of earning a degree. For more information on enrolling and college experiences, check out the chapter on University Life.

- Location: University Campus buildings
- How Begun: Enroll in University
- Work Week: M, T, W, Th, F
- Salary Progression: Unlike traditional careers, you do not earn a salary or progress through different levels of academics. Instead, you work to earn a grade and units toward your major. Click on the Academics tab to get the status of your studies.

Class Tones

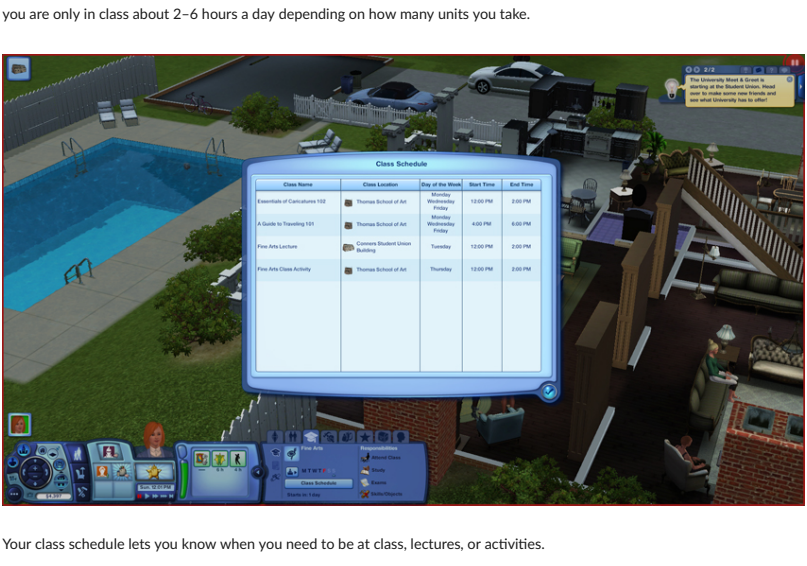
Tone	Benefit
Normal Effort	Just show up to class and pay attention. No more, no less.
Work Hard	No slacking allowed. You're here to learn! Adds Stress and decreases Fun.
Suck Up to Professor	It doesn't hurt to schmooze now and again to help your grade.
Take It Easy	Enjoy a stress free class and still manage to learn a little something.
Socialize	Hang out and catch up with your friends in the classroom. Increases Social.
Sleep	Sleep through the class. Increase Energy.
Text Friends	Texting is far less conspicuous than chatting during class. Increases Social.

Exam Tones

Tone	Benefit
Normal Effort	You're feeling confident in passing the exam. No special tricks needed.
Try Hard	Put your best effort into nailing the exam. Adds Stress and decreases Fun.
Beg Professor for a Good Score	Make up for a lack of studying by pleading your case to the professor.
Take It Easy	You got it. Cruise through the exam and hope for a good score. Increases Fun.
Socialize	Exam is just another word for hanging out with your friends. Increases Social.
Sleep	Sleep through the exam. You may not pass, but you gain Energy.
Cheat on Exam	Use everything at your disposal to cheat through the exam, but risk getting caught.
Text Friends	Socialize by texting friends while playing some attention to the exam. Increases Social.

Academic Development

After enrolling at Sims University, picking a major, and arriving at the campus, you receive an Academic Schedule. This is essentially when you have to be in class or at a lecture. The hours of class are much shorter than a traditional career because you are only in class about 2–6 hours a day depending on how many units you take.



Your class schedule lets you know when you need to be at class, lectures, or activities.

To graduate with a degree, you must complete four responsibilities. They are Attend Class, Study, Exams, and Skills/Objects. Attendance is a major part of this. Students are expected to attend their classes, lectures, and activities to maintain their academic performance. Missing one or more of these can cause your performance to drop. In addition, students must study from a textbook, computer, or smart phone. These are easy ways to maintain your academic performance while on the go and prevent your grades from slipping. Exams are always on Friday at the end of the term. They have a significant impact on your Sim's final academic performance. In addition, you can increase academic performance by improving related skills and interacting with specific objects.

You can't see what is going on during class; however, you can set the tone. Monitor your progress on the Academics panel.

Once the term officially begins on Monday, an Academic Performance meter appears on the right side of the Academics panel. If you want to get an A for the term, then you need to fill the meter so it is close to full with green. The meter begins halfway up. Complete your requirements to raise the meter. If it drops below half, you are in danger of not passing the term.

Tip

If you want to ace your exams, be sure to be in a good mood and have a high academic performance when you arrive.

Lectures and Activities

Lectures can be boring. However, get involved to avoid falling asleep.

In addition to classes, you usually have one day of lecture and one day of activities each week. Lectures are held in the Student Union building. Unlike classes where you can set the tone, during lectures you can select a number of socials such as Taking Notes or Asking Questions by clicking on your Sim and selecting a social of your choice. Select the white boards to Watch Presentation. These socials can increase your academic performance, while sleeping or chatting with other students can decrease it. Activities usually involve working with an object. For example, when pursuing a Fine Arts degree, your activity for the week is sketching. This practical experience usually takes place on Thursdays.

Academic Objects

When you first enroll at Sims University and select a major, you are given an object that you can use to help study and advance toward a degree in that major. Use this object on a regular basis to get a good grade and pass your courses. Here are the objects specific to each major.

Business—Portable Business Planner

Technology—Brain Enhancing Machine

Science & Medicine—Anatomy Skeleton

Communications—Mobile Radio Station

Fine Arts—Sketchbook

Physical Education—Anatomy Skeleton

Studying and Skills

Take some time to study for your classes.

Work on the skills you need to complete your degree.

When you enroll and select a major, you receive a textbook for your course of study. Take time to read it during your down time. This can help ensure that you get an A in the class. In addition, you can always use your smart phone to study wherever you might be. Finally, use your own laptop or computer, or one of the computers in the Student Union, to study for your classes. Yes, you can do something on computer besides playing video games.

Most majors also have related skills. Work on those skills to increase your academic performance. You can also use those skills in future endeavors. While there is a lot to do at Sims University, be sure to focus on your academics. There will still be time for fun.

Art Appraiser

In the Art Appraiser career, Sims verify the authenticity of artwork. Then they can either choose to detect forgeries, or create them. This is a good job if you also earned the Fine Arts degree at the University and have been working on art-related skills such as Painting. Unlike most jobs, this career is only offered to you once you have increased your Rebel social group Influence to its maximum level.

- Work Location: Criminal Warehouse, other locations throughout town
- How Hired: Invited upon maxing out Rebel Social Group Influence and returning home from Sims University
- Work Week: Varies by level of career
- Salary Progression: The Art Appraiser career path starts at a higher-than-average beginning salary level and the pay increases as the Sim approaches the higher levels of the career, eventually earning a better-than-average amount.

Art Appraiser Career Path

Level	Title	Weekly Base Pay	Work Days	Hours in a Day	Metrics	Special Benefit?
1	Eager Artist	900	M, T, W, Th, F	6	Mood	
2	Savvy Scanner	1,000	M, T, W, Th, F	5	Mood, Art Work Scanned	Scan Work of Art unlocked
3	Junior Consigner	1,250	M, T, W, Th, F	6	Mood, Art Work Scanned	
4	Transporter	1,500	M, T, W, Th, F	5	Mood, Art Work Scanned	Pick up Side Job unlocked
5	Master Transporter	1,750	M, T, W, Th, F	5	Mood, Art Work Scanned	

Art Appraiser Career Tones

Tone	Benefit
Business as Usual	Put an average amount of effort at work and receive an average amount of recognition for your work.
Work Hard	Work hard to increase performance, but increases Stress.
Take It Easy	Take it easy at work to reduce Stress.
Meet Co-workers	Meet your co-workers.
Hang with Co-workers	Build relationship with your co-workers.
Suck Up to Boss	Build relationship with the boss.
Practice Painting Skill	You can spend job time working on this skill. This option is only available at level 7 and higher.

Career Development

You begin the art appraiser career as just an artist. However, once you reach the second level, you gain the ability to Scan Works of Art. As part of your job, you will go around scanning art. By scanning art, you can further your career and receive promotions. At level 4, you get the ability to Pick Up Side Work. Continue scanning art for promotions and use your new ability to transport art around the town. Your Sim can continue to advance in the career; however, as he or she reaches level 6, you must decide which direction you want your Sim's career to take. You can go into the Appraisal branch or the Acquisitions branch.

Appraisal Branch

Level	Title	Weekly Base Pay	Work Days	Hours in a Day	Metrics	Special Benefit?
6	Apprentice Appraiser	2,000	M, T, W, Th, F	5	Mood, Painting Skill	
7	Snooty Surveyor	2,800	M, T, Th, F	4	Mood, Painting Skill	Advanced Art Training unlocked
8	Conservation Specialist	3,000	T, Th, Sa	4	Mood, Painting Skill	
9	Authenticator	3,300	M, W, F	3	Mood, Painting Skill	
10	Master Authenticator	5,400	M, W, F	3	Mood, Painting Skill	

This branch of the career takes you in the direction of authenticating art and looking for counterfeits. When you reach level 7, you unlock Advanced Art Training, which you can do at work or on your own. When unlocked, this training will allow you to create paintings from any previous painting skill level. For example, a player with painting skill level 7 will have the option to create paintings from skill levels 1-6. So now you can go back and recreate some of your favorite masterpieces using the "Paint at skill level" interaction. However, you must eventually reach level 10 in Painting. One of your tasks is to find counterfeit art and take it to the Criminal Warehouse to verify it, then return it to its original location. Later you can check on the security of art displays by going to the Criminal Warehouse and planning a Pretend Heist. After doing this at a location, return to the warehouse to write up a report about the security flaws. To get promoted in this branch, you need to keep your mood up and improve your Painting skill.

Acquisitions Branch

Level	Title	Weekly Base Pay	Work Days	Hours in a Day	Metrics	Special Benefit?
6	Apprentice Counterfeiter	1,600	T, W, Sa, Su	5	Mood	
7	Cartoon Counterfeiter	2,800	W, Th, Sa, Su	4	Mood	Advanced Art Training unlocked
8	Signature Sneak	3,800	T, W, Th, Sa	4	Mood	
9	Forger	3,600	T, Sa	5	Mood, Painting Skill	
10	Master Forger	5,000	W, Su	5	Mood, Painting Skill	

This branch tends toward the criminal elements of art. You travel to locations to find artwork. Bring it back to the Criminal Warehouse and create a counterfeit of the art. Then return the original to the location. You can also do an Art Heist. Check on the security at the location where you want to steal the art. Go back to the warehouse and prepare a counterfeit. Then during the heist, you replace the original with the counterfeit so no one knows the original is missing. For this branch, you also need to complete the Advanced Art training and work on your Painting skill and mood to get promoted.

Sports Agent

If you like sports, what could be better than a career as a Sports Agent? For this job, your Sim is the agent of a professional sports team. While you start out as just a PR Assistant, you can work your way up to the Team Owner. This career is only offered to you once you have increased your Jock social group Influence to its maximum level.

- Work Location: Stadium
- How Hired: Invited upon maxing out Jock Social Group Influence and returning home from Sims University
- Work Week: Monday through Friday
- Salary Progression: The Sports Agent career path starts at a slightly higher-than-average beginning salary level and the pay increases substantially as the Sim approaches the higher levels of the career.

Sports Agent Career Path

Level	Title	Weekly Base Pay	Work Days	Hours in a Day	Metrics	Special Benefit?
1	PR Assistant	900	M, T, W, Th, F	5	Mood	
2	Sports Analyst	1,125	M, T, W, Th, F	5	Mood	Analyze Statistics unlocked
3	Recruiter	1,500	M, T, W, Th, F	5	Mood, Relationship with Clients	Can write Sports Books at any Writing skill level
4	Assistant Negotiator	2,125	M, T, W, Th, F	5	Mood, Relationship with Clients	Negotiate Contract unlocked
5	Agent of Truth	3,000	M, T, W, Th, F	4.5	Mood, Relationship with Clients	Can Speak at a Press Conference at the Stadium
6	Contract Shark	5,000	M, T, W, Th, F	4.5	Mood, Relationship with Clients, Charisma Skill	Can host a Charity Game to build PR
7	Clientele Mastermind	6,000	M, T, W, Th	4.5	Mood, Relationship with Clients, Charisma Skill	Can run a Marketing Campaign to build fan base
8	Sports Host	7,000	M, T, W, Th	4	Mood, Relationship with Clients, Charisma Skill, Social Networking Skill	Can do an Interview after a game
9	Legendary Sports Host	6,000	M, T, Th	4	Mood, Relationship with Clients, Charisma Skill, Social Networking Skill	
10	Team Owner	9,000	M, T, Th	3.5	Mood, Relationship with Clients, Charisma Skill, Social Networking Skill	Acquire a Large Gold Sports Sculpture

Sports Agent Career Tones

Tone	Benefit
Business as Usual	Put an average amount of effort at work and receive an average amount of recognition for your work.
Research Sports Statistics	Work hard to increase performance, but increases Stress.
Play Sports on Smart Phone	Take it easy at work to reduce Stress.
Meet Clientele	Meet your clients.
Hang with Clientele	Build relationship with your clients.
Compliment Boss' Dry Cleaning	Build relationship with the boss.

Career Development

While this career may not be glamorous in the beginning, it gets much better as you are promoted. All of your work takes place at the Stadium. This career also offers several Opportunities related to your current level of employment. Early on, all you need is good mood to be promoted. However, you soon need to improve your relationships with your clients. Use this tone at work to help get promoted. Later on, you need to learn and then improve both the Charisma and Social Networking skills. If this is your dream job, it is a good idea to work on these skills while at Sims University. A degree in Communications may come in handy as well.

Video Game Developer

What if you could get paid to play video games—no, I really mean it. That is one of the tasks you must do in the Video Game Developer career. As with the other two jobs included in University Life, this career is also by invitation only. This time you need to max out your Influence with the Nerd social group.

- Work Location: Business Center
- How Hired: Invited upon maxing out Nerd Social Group Influence and returning home from Sims University
- Work Week: Varies by level of career
- Salary Progression: The Video Game Developer career path starts at a higher-than-average beginning salary level and the pay increases as the Sim approaches the higher levels of the career, eventually earning a better-than-average amount.

Video Game Developer Career Path

Level	Title	Weekly Base Pay	Work Days	Hours in a Day	Metrics	Special Benefit?
1	Game Button Tester	620	M, F, S, Su	4	Mood, Game Hours	
2	Assistant Concept Artist	1,100	M, T, Th, F, Su	5	Mood, Build relationship with Co-workers	Discount at Barista Bar
3	Quality Assurance Manager	1,550	M, T, W, Th, F	6	Mood, Game Hours, Build relationship with Co-workers	

Video Game Developer Tones

Tone	Benefit
Business as Usual	Put an average amount of effort at work and receive an average amount of recognition for your work.
Crunch Time	Work hard to increase performance, but increases Stress.
Browse Web at Work	Take it easy at work to reduce Stress.
Office Party	Meet your co-workers.
Office Meetings	Build relationship with your co-workers.
Suck Up to Boss	Build relationship with the boss.
Work Research	Adds to online gaming hours and builds Social Networking skill.
On the Job Training	Builds either Painting or Logic skills depending on branch.

Career Development

This career requires good mood as well as putting in hours of playing video games if you want to be promoted. You also need to build up your relationships with your co-workers. When you reach level 4, then you have to pick which branch you want to go into. Both end up at the same place—Game Studio Head—but you can take different routes to get there. Select either Artist or Engineer branch and keep going.

Artist Branch

Level	Title	Weekly Base Pay	Work Days	Hours in a Day	Metrics	Special Benefit?
4	Pixel Pusher	1,900	M, T, W, Th, F	6	Mood, Game Hours, Build relationship with Co-workers, Painting skill	
5	Character Modeler	2,250	M, T, W, Th, F	4	Mood, Game Hours, Build relationship with Co-workers, Painting skill	Work at Home unlocked, receive a Laptop
6	Senior Animator	3,025	M, T, W, Th, F	5	Mood, Game Hours, Build relationship with Co-workers, Painting skill	
7	Art Director	3,600	M, T, W, Th, F	6	Mood, Game Hours, Build relationship with Co-workers, Painting skill	Discounts on Electronics
8	Lead Designer	4,400	M, T, W, Th	5	Mood, Build relationship with Co-workers, Writing skill, Social Networking skill	
9	Executive Producer	6,280	M, T, W, Th	6	Mood, Build relationship with Co-workers, Writing skill, Social Networking skill	
10	Game Studio Head	8,800	M, W, F	6	Mood, Build relationship with Co-workers, Writing skill, Social Networking skill	Hold Video Game Convention available at Theatre

This branch focuses on the graphics and art included in video games. To be promoted within the Artist branch, you need to keep up your mood and spend time playing games, but now you must also develop your Painting skill. If you have a Fine Arts degree from the University, this is a good branch to pursue. Eventually, you need to work on your Writing and Social Networking skills if you want to make it all the way to the top.

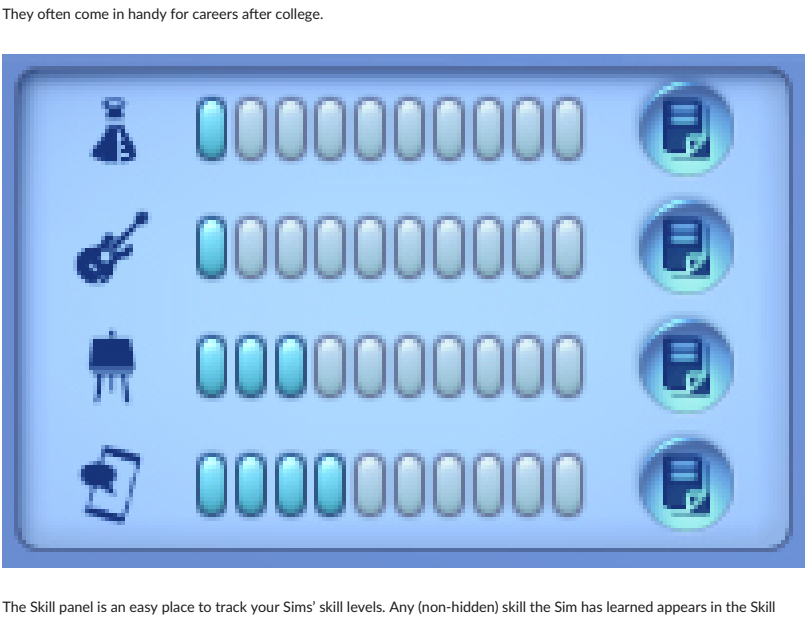
Engineer Branch

Level	Title	Weekly Base Pay	Work Days	Hours in a Day	Metrics	Special Benefit?
4	Code Monkey	1,900	M, T, W, Th, F	6	Mood, Game Hours, Build relationship with Co-workers, Logic skill	
5	Game Programmer	2,250	M, T, W, Th, F	4	Mood, Game Hours, Build relationship with Co-workers, Logic skill	Work at Home unlocked, receive a Laptop
6	Senior Engineer	3,025	M, T, W, Th, F	5	Mood, Game Hours, Build relationship with Co-workers, Logic skill	
7	Technical Director	3,600	M, T, W, Th, F	6	Mood, Game Hours, Build relationship with Co-workers, Logic skill	Discounts on Electronics
8	Lead Designer	4,400	M, T, W, Th	5	Mood, Build relationship with Co-workers, Writing skill, Social Networking skill	
9	Executive Producer	6,280	M, T, W, Th	6	Mood, Build relationship with Co-workers, Writing skill, Social Networking skill	
10	Game Studio Head	8,800	M, W, F	6	Mood, Build relationship with Co-workers, Writing skill, Social Networking skill	Hold Video Game Convention available at Theatre

The Engineer branch has you working on the coding and programming of video games. As such, you need to improve your Logic skill as well as keeping up mood and playing games. As with the Artist branch, when you want to go into management, Writing and Social Networking skills are a must.

New Skills

University Life introduces three new skills for your Sims to develop and master: Science, Social Networking, and Street Art. These skills can be gained at Sims University and either mastered there or continued upon returning home after graduation. Each skill also tends to support one of the three social groups. While at college, be sure to work on at least one of these skills. They often come in handy for careers after college.



The Skill panel is an easy place to track your Sims' skill levels. Any (non-hidden) skill the Sim has learned appears in the Skill panel. A meter next to the skill shows the Sim's level. Hover the cursor over the meter to see how close the Sim is to the next level. Click on the page to the right of each skill measurement to read the Skill Journal. The Skill Journal offers a detailed look at that specific skill, such as how long the Sim has been working at the skill and how many of a certain object/item related to that skill the Sim has made.

The Skill Journal also displays skill-specific challenges associated with that skill. Challenges are requirements that, when met, result in improved results or financial rewards for activities related to that skill. Each skill challenge is associated with a title.

Use these tips to speed skill development:

- Sims in a good mood develop a skill slightly faster.
- Use community equipment when just starting out to save a little cash. For example, when working on your Science skill, use the Research Stations in the Student Union.
- Unless you feel pressed for time to start developing a new skill, save books on the subject for skill levels higher than 2. Reading a book reduces the amount of time needed to attain the next level—within reason.

Science Skill

While there have been Science careers since the original The Sims 3, there has not been a Science skill. Not to worry, that oversight has been corrected. By developing the Science skill, you can get a boost in performance and salary at Science and Medical careers. Eventually you can get to the point where you can clone things such as minerals, plants, fish—and even other Sims!

- Acquire By: Use Science Research Station, take Science class, read Science books
- Development Tools: Science Research Station, Group Science Project at University, reading Science books (3 levels), taking Science classes at University or in town
- Age Availability: Teen, Young Adult, Adult, Elder

Development

You can improve the Science skill by reading books or taking classes on the subject. You can also use the Science Research Station or complete a Group Science Project while you are at Sims University. Find collectibles and analyze them to further increase your skill. Not only can you earn Simoleons for collectibles, as you go collecting, you have a better chance of finding higher quality specimens. You can even work on your Science skill at parties by using scientific socials to test the mind, psyche, and reflexes of other Sims.

Level Progression

At each level of the Science skill, you gain access to new interactions and can even receive items. At the start, you can research Science. Below are the awards for each level.

- Level 1: Can use Ink Blot Test, Postulate Theory, and Stimulus Response socials.
- Level 2: Can now Research samples, Sell Scientific samples, and receive a variety of samples.
- Level 3: Can now Analyze Minerals and receive a rock and metal for your inventory.
- Level 4: Can now Analyze Plants and receive a herb and seed for your inventory.
- Level 5: Can now Correlate Scientific Data.
- Level 6: Can Analyze Insects and receive a beetle and butterfly for your inventory.
- Level 7: Can Analyze Fish and receive fish for your inventory.
- Level 8: Can now Take DNA Sample from Sims and receive some DNA samples for your inventory.
- Level 9: Can now Create Clone.
- Level 10: The Group Science Project is now available in your inventory.

Social Networking Skill

Now that Sims have a smart phone, it's time to work on the Social Networking skill. This skill is all about connecting with other Sims through blogs, texting, and just using smart phone apps. This skill can come in very handy for some of the new careers—especially at the higher levels. While this skill is great for Jocks, the other social groups can also benefit from this skill.

- Acquire By: Texting, Browsing the Web, reading a book on Social Networking
- Development Tools: Creating Blogs, Posting to Blogs, using Smart Phone apps, reading Social Networking books (3 levels)
- Age Availability: Teen, Young Adult, Adult, Elder

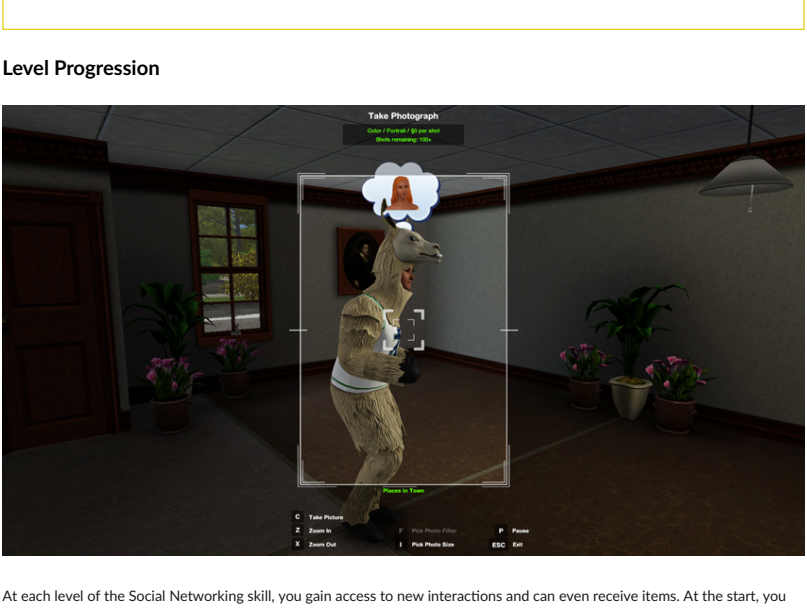
Development

It is easy to develop your Social Networking skill. While you can read books on the subject, you can also get onto your smart phone and start using it. Post videos, text other Sims, and create blogs. Blogging is one of the more important aspects of Social Networking. There are three different types of blogs you can create. Post items to the blog and wait for other Sims to become followers. If your current blog is not gaining followers, try something different that will appeal to more Sims. Eventually you can even begin to earn Simoleons with your blogs as you also improve your Social Networking skill. Successful blogs earn donations from followers, or you can get even more Simoleons if someone buys out your blog from you.

Note

The nice thing about the Social Networking skill is that you can work on it anywhere because you always have your smart phone with you in your inventory (it replaces the cell phone from previous games). In fact, no matter what your major at the University or social group, everyone can work on this skill.

Level Progression



At each level of the Social Networking skill, you gain access to new interactions and can even receive items. At the start, you can check your Social Status. Below are the awards for each level.

- Level 1: You get the Blogger App and can create Personal Blogs.
- Level 2: You get two new phone skins.
- Level 3: You can now create Reviewer Blogs and get a couple more skins.
- Level 4: You get the Sim Finder App.
- Level 5: You can now create News Blogs and get two more skins.
- Level 6: You get two new skins.
- Level 7: You get the Relationship Transmogrifier App with 3 relationship bits (Acquaintance, Disliked, Friend).
- Level 8: Get more bits for the Transmogrifier App (Romantic Interest, Stranger) and two new skins.
- Level 9: Get more bits for the Transmogrifier App (Enemy, Good Friend) and two new skins.
- Level 10: Get more bits for the Transmogrifier App (Best Friend, Partner) and two new skins.

Street Art Skill

Street art is painting on sidewalks or walls. While some may consider this graffiti—and at early levels it is—as you advance in this skill, you can create works of art for the public to enjoy. This skill is a complement to students earning a Fine Arts degree and can even be used to earn some money while at Sims University by getting commissions for art works. The downside is that not everyone appreciates street art and doing too much of it at one spot at one time can lead to your being arrested and paying a hefty fine.

- Acquire By: Purchasing a Street Art Bag (Avant Garde Sims automatically get one), take a class in street art
- Development Tools: White boards, statues, flat surfaces, reading Street Art books (3 levels)
- Age Availability: Teen, Young Adult, Adult, Elder

Development

While you can read books on street art, the best way to develop this skill is to practice it. Start off tagging walls and then progress to larger and more elaborate works. In addition, use white boards to practice your skill without the fear of being caught. There are also some statues that you can tag or paint to continue improving your skill. Every free moment, whip out the spray paint and leave your mark. As you advance, you can clean up your earlier works and leave behind more professional art.

Level Progression

At each level of the Street Art skill, you gain access to new interactions and can even receive items. At the start, you can research, do small tags, and create Medium Ground Murals. Below are the awards for each level.

- Level 1: Can now paint Small Wall Murals.
- Level 2: As you are creating Wall or Ground Murals, nearby people will start giving you tips.
- Level 3: Can now do Medium Tags.
- Level 4: Can now paint Medium Wall Murals.
- Level 5: Can now create Large Ground Murals.
- Level 6: Earn some money by visiting City Hall or University Administration building to Check for Street Art Commissions (you can't be arrested while painting a commissioned work of street art).
- Level 7: Can create Large Wall Murals.
- Level 8: You now get a large increase in tip amounts.
- Level 9: You now have a much great chance of creating a masterpiece of Ground street art.
- Level 10: You now have a much great chance of creating a masterpiece of Wall street art.

Hidden Skills

As you know from The Sims 3 and previous expansions, there are hidden skills as well as those you develop at venues or outwardly on books and objects. These skills are not tracked in the Skill Journal and you never see a progress meter above your Sims' head while working on them. In University Life, there are two hidden skills related to college activities: Bowling and Ping Pong.

Bowling

Sims University features its own bowling alley. In addition, you can also build a bowling alley in your home—if you have enough room. As you go bowling, your Bowling skill improves. As the saying goes, practice makes perfect. Plus bowling is a great way to have fun and socialize with other Sims.

Ping Pong

Head over to the Student Union and locate the Ping Pong table on the second floor. You can usually find someone nearby who is willing to play a game with you. Improve your Ping Pong skill by playing games against other people as well as playing Juice Pong.

Social Groups Influence

Social Groups

University Life includes a fun new feature—social groups. Much like building a skill, you can progress in Influence in each of the three social groups: Jocks, Nerds, and Rebels. However, Influence is not a skill, and it does not appear on the Skills panel. Instead whip out your smart phone and Check Social Groups. An app appears on your phone with screens for each social group. Here you can see what level you have progressed to with each group, learn what you need to do to improve your Influence with that group, and see related stats for that group. Social groups are not only a lot of fun, they also provide some cool rewards and unlocks. For example, by reaching level 10 of Influence in a social group unlocks a dream job related to that group.

Let's take a look at each of the social groups and learn what it takes to develop Influence for each, as well as what you can unlock.

Jocks

While this social group is called Jocks, it isn't just about sports. Instead, it is more of a social group that really likes to socialize—or in other words—PARTY!

Jock Social Group Influence Levels

Level	Name	Unlock
1	Prep	
2	Wannabe	You learn how to do the School Cheer
3	In Crowd Newbie	
4	Wingman	Can take photos of self and friends with smart phone and can Host Bonfire Parties
5	Party Sponge	
6	Popular	Can now Rent a Party for Charity
7	Hot Stuff	
8	Debutante	Unlocks extra trait slot—pick a new trait for your Sim
9	Super Popular	
10	Big Sim on Campus	Unlock Sports Agent career

Improve Your Jock Influence

- Play collegiate sports in the stadium
- Tell stories or jokes to other Jocks
- Play Ping Pong
- Master Juice Pong
- Go Bowling
- Put a perfect spin on the flying disc
- Attend a Bonfire Party
- Gossip about roommates to Jocks
- Practice your pick up lines on available Jocks
- Attend Parties
- Chat, Gossip, and Goof Around with other Jocks
- Compliment Jocks
- Socialize with prominent Jocks
- Host a Bonfire Party
- Throw a Juice Kegger Party
- Complete Jock Opportunities
- Perform the School Cheer
- Use smart phone to take a photo with a friend
- Take a self-portrait with the smart phone
- Do Keg Stands

Nerds

Nerds are more than just the Science club. They are Sims who like technology, value intelligence, and enjoy reading comic books and playing video games.

Nerd Social Group Influence Levels

Level	Name	Unlock
1	Math Curious	
2	Amateur Gamer	Receive a Video Game console and can use it to Play Online
3	Cool with the Uncool	
4	Trivia Guru	You can issue Trivia Challenges to other Sims
5	Junior Techie	
6	Sci-Fi Fan	You can do a Mind Meld on other Sims
7	Brain Trustee	
8	Nerd Elite	Unlocks extra trait slot—pick a new trait for your Sim
9	Think Tank Driver	
10	Game Master	Unlock Video Game Developer career

Improve Your Nerd Influence

- Ask other Nerds about their degree
- Tell stories or jokes to other Nerds
- Show other Sims gross videos from your phone
- Play video games
- Solve equations on the white board
- Do scientific research
- Work on the Group Science Project
- Use the Brain Enhancing Machine
- Throw things into Bonfires
- Play arcade machines
- Chat and Gossip with other Nerds
- Compliment other Nerds
- Socialize with prominent Nerds
- Complete Opportunities for Nerds
- Gossip about roommates to Nerds
- Practice your pick-up lines on unsuspecting Nerds
- Boast about gamer skillz
- Enthuse about comic books
- Do battle in trivia challenges
- Berate ignorance when it rears its ugly head

Rebels

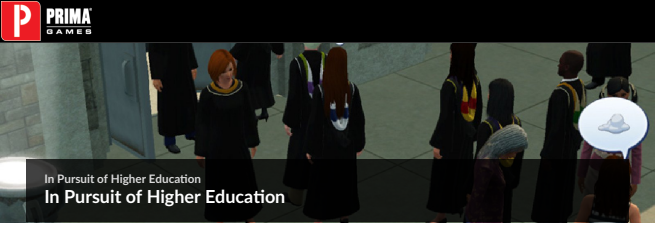
Rebels want to change the world and make it better—or at least complain about the problems around them. They are not afraid to speak out. Rebels enjoy protesting or engaging in spreading street art around the community.

Rebel Social Group Influence Levels

Level	Name	Unlock
1	Hipster	
2	Line Crosser	Receive a Street Art Bag and Megaphone, can Sell Test Answers
3	Nonconformist	
4	Free Thinker	Can have Hunger Strikes and are less likely to get caught Cheating
5	Bohemian	
6	Rebel	Can do Show New Gizmo social and get a new phone skin
7	Revolutionary	
8	Maverick	Unlock extra trait slot—pick a new trait for your Sim
9	Cool Cat	
10	Trendsetter	Unlock Art Appraiser career

Improve Your Rebel Influence

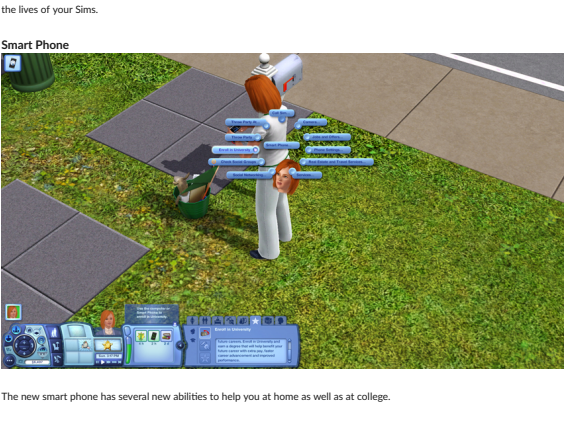
- Organize Protests
- Tell stories or jokes to other Rebels
- Speak your heart with an impassioned speech
- Rile the crowd at a rowdy protest
- Push social boundaries by daring other Sims
- Add special herbs to food recipes
- Get Drinks from the Barista Bar
- Burn herbs in a fireplace
- Step up to a podium and complain about the world
- Hand out protest flyers
- Gossip and goof around with other Rebels
- Compliment other Rebels
- Socialize with prominent Rebels
- Complete Opportunities for Rebels
- Gossip about roommates to Rebels
- Practice your pick-up lines on available Rebels
- Use a Megaphone to rant about anything
- Use a Megaphone to proclaim your love
- Dumpster dive
- Leave tags or murals on the world


In Pursuit of Higher Education

In Pursuit of Higher Education

University Life offers a variety of new features for The Sims 3. They begin as soon as you install the expansion and either create a new Sim, take control of an existing household, or continue with your previously played Sims. Some of the new additions include an upgrade of your cell phone to a smart phone, the inclusion of social groups, new careers and new skills, and of course an entire new town—Sims University—where you can go to work on a college degree to further your career and professional life. Some of these additions have already been introduced and discussed in previous sections. However, this chapter really focuses on living in Sims University and going to college as well as some of the new tools you have to improve the lives of your Sims.

Smart Phone



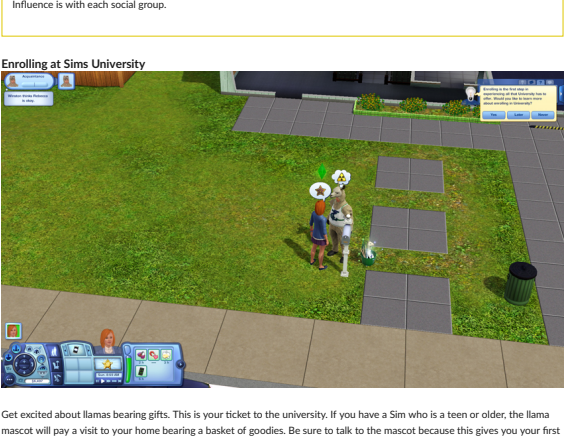
The new smart phone has several new abilities to help you at home as well as at college.

When you return to your home or create a new game after installing University Life, you no longer have a cell phone. Don't despair, you have not lost your mobile communication ability. Instead, your cell phone has been upgraded, free of charge, to a new smart phone. This new phone has some incredible features. Sims can now browse the web from their smart phones, send text messages to other Sims, stream videos, check social groups, study, and engage in Social Networking. In fact, Social Networking is a brand new skill that you can learn and develop. It is discussed in greater detail in the previous chapter. However, with Social Networking, you can use your smart phone to blog and earn new apps for your phone to take your socializing to the next level.

Note

Be sure to check out the new features on your smart phone. While you might be used to your old cell phone, the smart phone has so much more to offer. It is especially useful at Sims University where you can use it in-between classes to study rather than going home or to the library. Also frequently use your smart phone to check on your progress with the three social groups. This app helps you keep track of what you have done, what you need to do, and at what level your Influence is with each social group.

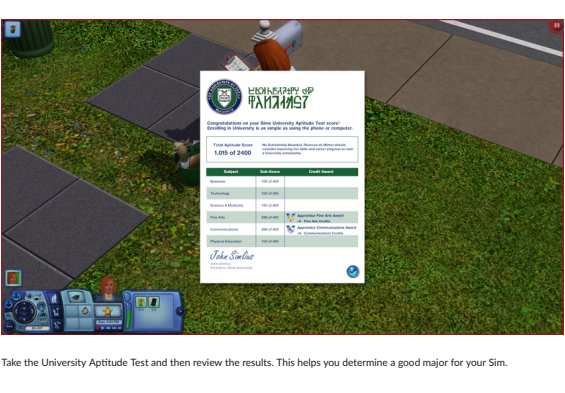
Enrolling at Sims University



Get excited about llamas bearing gifts. This is your ticket to the university. If you have a Sim who is a teen or older, the llama mascot will pay a visit to your home bearing a basket of goodies. Be sure to talk to the mascot because this gives you your first chance to begin working on one of the social groups. Notice that when you place the cursor over another Sim, the box that appears with their name is now colored to illustrate to which social group they belong. The Jocks are Orange, the Rebels are purple, and the Nerds are light green. This information box also lets you know how many people of each of the three social groups that Sims knows. Socializing with a Sim in a specific social group helps you begin building Influence with that group.

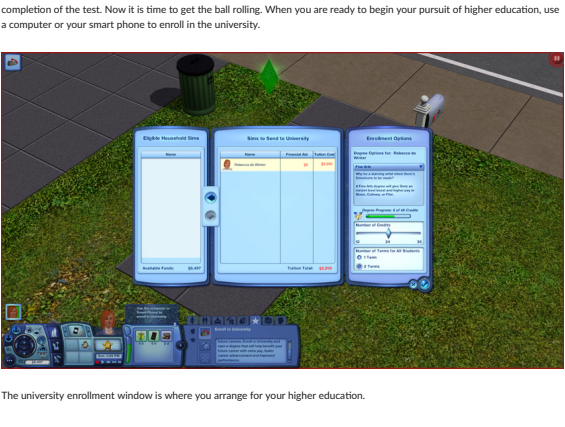
Put on the school gear in the basket and get ready to apply to the university.

After talking to the llama mascot, and maybe even doing a school cheer if he or she is a Jock, take a look inside the basket. You get some cool new gear including a university banner as well as a T-shirt. Go ahead and put it on and show some school spirit. There is also a University Aptitude Test in the basket. Select the Sims in your household you want to go to college and have them take the test. This does not take long, and no studying is required. Instead, this test considers the Sim's traits and skills. Depending on these attributes, your Sim may get credits in one or more majors before you ever even set foot onto campus.



Take the University Aptitude Test and then review the results. This helps you determine a good major for your Sim.

In addition to providing credits for majors in one or more of the six areas of study, the Aptitude Test can also qualify your Sim to receive a scholarship to help pay for tuition. Review the test results, which are returned to you immediately upon completion of the test. Now it is time to get the ball rolling. When you are ready to begin your pursuit of higher education, use a computer or your smart phone to enroll in the university.



The university enrollment window is where you arrange for your higher education.

As you begin the enrollment process, a new window pops up on the screen. Here you select which Sim from your household will be attending Sims University. If you have received any scholarships, these will appear along with the cost of tuition. On the right side of the window, you select your options. First pick one of the six majors to study. Depending on the results of your Aptitude Test, you may already have six units in one or more majors.

After selecting a major for a degree, you then must determine the number of credits you want to take each term. You can select 6, 12, or 18. For every 6 credits, you will be taking one class. Therefore, the more credits you sign up for, the more time you will spend in class and studying. Each term is one week long. You can enroll for one or two terms (one or two weeks) which you will complete before you return home. In order to graduate, you must earn 48 credits in one degree. Therefore, it will take at least three terms to complete a degree because the most you can earn is 36 credits in one enrollment of two terms. The more credits you take and the more terms you attend, the higher your tuition.

Note

If you do not have enough credits at the end of your choice, you will not earn a degree but must enroll in the university again and earn the remaining credits you need to graduate.

Degree's

Degree	Description	Careers Benefitted
Business	Unlock the world of wheeling and dealing for Simoleons and power.	Business and Criminal
Communications	Sims who love interaction with others are great candidates for Communication.	Journalism, Political, and Fortune Telling
Fine Arts	Why be a starving artist when there are Simoleons to be made?	Music, Culinary, and Film
Physical Education	Degrees in Physical Education are meant for Sims who can't sit at a desk all day.	Professional Sports
Science and Medicine	Learn all about the building blocks of life and even do some good for the world.	Science and Medicine
Technology	Embrace the high tech lifestyle—technophobes need not apply!	Military and Law Enforcement

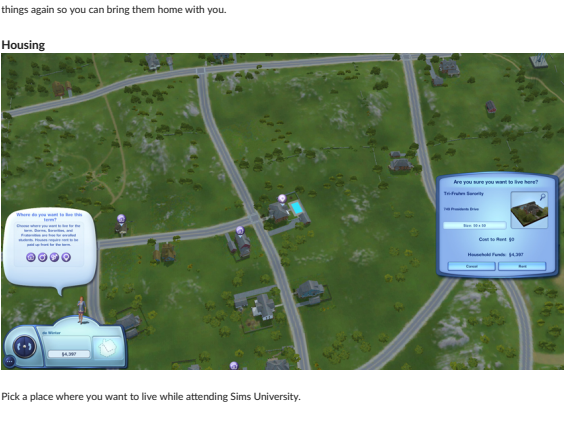
Tip

When deciding on the number of terms you want to take and the number of credits per term, you need to consider your purpose at Sims University. If you just want to get your degree as quickly as possible and get back home to a job, then max out on your credits by taking 18 each term. This does not leave large amounts of time for socializing and doing other activities at Sims University. However, if you want to really work on your social groups, then consider taking only 6 or 12 credits per term so you have more free time. Taking fewer credits per term also gives you more time to study so you can get high grades in your classes.

Once you enroll, be ready to leave immediately. A moving van arrives shortly to take you to Sims University.

If you want to take anything with you to Sims University, be sure to pack it up before you complete the enrollment. For example, if you have some nice furniture or other items you want to take with you, put it in your personal inventory or your family inventory from the Buy menu. Then after you complete the enrollment, you are all ready for the moving van to come pick you up and drive you to Sims University. When the terms are over and it is time to come home, be sure to pack up your things again so you can bring them home with you.

Housing



Pick a place where you want to live while attending Sims University.

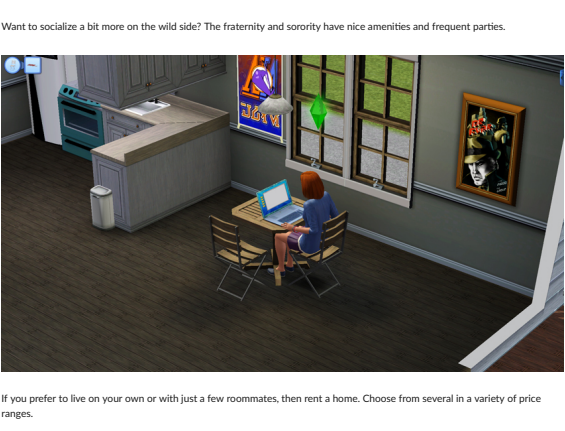
When you first arrive at the college town of Sims University, you must select the location where you want to live. You have a choice of three different dorms, a fraternity or sorority depending on your gender, and several homes that you can rent. Dorms, the sorority, and the fraternity all offer free rent for students while they are in the program. The homes' rent varies in price from reasonably inexpensive to very expensive. The rental agreement is just for the one or two terms you selected when you enrolled. When you come back, you can select the same housing again or try something different. For more information on the various housing options and lots, check out the Tour of the University chapter.

Tip

If it is your first time at Sims University, try either the dorms or the fraternity/sorority. You do not know anyone in the campus town, and these housing options provide lots of access to Sims for socializing. The dorms are coed so you can meet Sims of both genders while the fraternity and sorority only have male and female residents respectively. However, that does not mean Sims of opposite genders won't show up for the parties. When you come back to the university for a second or subsequent degree, consider renting one of the homes. By then you probably have more money and will likely want to take lot of credits and concentrate on your studies rather than other college activities.

Dorms are great places to meet several Sims of both genders. All three are located right on campus so it is a quick walk to your classes.

Want to socialize a bit more on the wild side? The fraternity and sorority have nice amenities and frequent parties.



If you prefer to live on your own or with just a few roommates, then rent a home. Choose from several in a variety of price ranges.

Getting Settled

Mingle with your new roommates and get to know them.

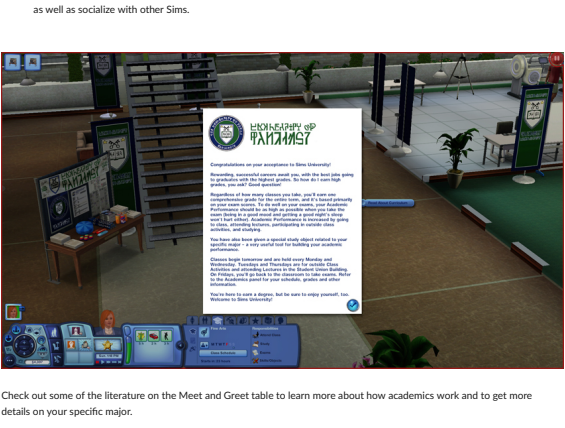
When you first arrive at Sims University, the moving van drops you off at your new home. If you are staying at one of the dorms or the sorority or fraternity, your new roommates are outside mingling. First thing, figure out which room you want for yourself. Pick a room with a single bed so you can have it all to yourself. Click on the bed and assign it to your Sim. You can also choose to assign the other beds to your roommates as you choose. You can also lock the door to your room so that only your Sim and any others you choose may enter your room. This will give you some privacy if you don't want other Sims wandering into your room and starting conversations when your Sim should be sleeping, studying, or doing some other action.

Select a bed for your Sim and then lock your door if you want some privacy.

University Meet and Greet

Be sure to pick up the freebies on the tables at the entrance. Free stuff is always a good thing.

- Shortly after arriving at your home, you receive a notification that the University Meet and Greet is starting at the Student Union building. Your Sim will automatically head over to this event unless you choose to cancel the action. It is a good idea to attend the Meet and Greet—especially your first time at Sims University. When you arrive at the Student Union, notice a couple tables near the staircase. They hold some free stuff you can pick up to add to your inventory. You can get a flying disc, a kicky bag, a candy bar, a soda, and a university poster. In addition, you can read about your school schedule and learn about the curriculum for your major. You can also choose to talk to your professor. This is always a good idea because building a good relationship with your professor can help you get a good grade. Who knows, you might even be invited to one of the professor's parties. That is always a good way to score some extra credit as well as socialize with other Sims.



Check out some of the literature on the Meet and Greet table to learn more about how academics work and to get more details on your specific major.

After checking out the Meet and Greet table, take a look around the Student Union. The downstairs has a science research room, a computer room, and the lecture hall. No matter which major you chose, you always have a lecture once a week. The lecture hall is where you must report for this class.

Have some fun upstairs at the Student Union.

After taking a tour of the ground floor of the Student Union, head upstairs to see where all the fun happens. This floor is a great place to go blow off steam, relax, socialize, and just have a good time. Several other Sims have come to the Meet and Greet. Get to know them and play a game of foosball or ping pong with your new acquaintances. This can help your Influence with the Jock social group right away. Or play a video game to begin working on your Influence with the Nerd group. If you want to start up Influence with the Rebels, go to the Barista and order an organic brew. No matter which social group you are interested in joining, you can get a good start at the Meet and Greet. Also search out Sims in those groups and begin conversations with them to further increase your Influence.

Tip

While at the Meet and Greet, you may be able to select a wish you can complete to increase your Lifetime Happiness. Often it is something simple like Eat Candy or Drink Soda. Because these items are free at the Meet and Greet table, be sure to pick one up and complete the wish before you leave.

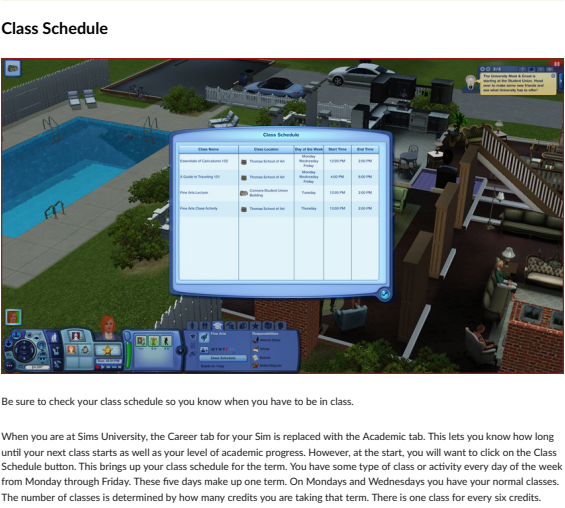
While the Barista is not always at the Student Union, he or she is there serving beverages during the Meet and Greet.

If you succeed in making some acquaintances at the Meet and Greet or other places in town, you might get invited to a party. The sorority and fraternity usually have a party the first night for their residents. Be sure to get some juice to drink and get to know your roommates a bit better. However, don't stay out too late the first night at Sims University. You have class bright and early Monday morning. Get back to your home and get to bed. Going to class can take a lot out of you, so you don't want to begin the day already tired.

Tip

Because getting a good night's sleep is very important if you want to get good grades and have enough energy to do some fun activities as well, consider purchasing a new bed. The beds that come with the dorms and the sorority and fraternity, as well as the lower rent homes, are very basic. A bed with a good energy level and a stress relief bonus can really pay for itself in the fast paced life at college. You can always take the bed home with you when the term is over by placing it into your family inventory.

Class Schedule



Be sure to check your class schedule so you know when you have to be in class.

When you are at Sims University, the Career tab for your Sim is replaced with the Academic tab. This lets you know how long until your next class starts as well as your level of academic progress. However, at the start, you will want to click on the Class Schedule button. This brings up your class schedule for the term. You have some type of class or activity every day of the week from Monday through Friday. These five days make up one term. On Mondays and Wednesdays you have your normal classes. The number of classes is determined by how many credits you are taking that term. There is one class for every six credits. Each class is two hours long and you have two hours in between classes. On Tuesdays and Thursdays your Sim has either a lecture or a class activity—one of each during the week. Each lecture or class activity is two hours long and you only have one per day no matter how many credits you are taking. When Friday rolls around, you return to each of your classes for the final exam. Don't miss these Friday exams or you risk failing your classes for the term.

Tip

Study your class schedule on Sunday so you know what to expect on Monday as well as the rest of the week. You need to plan time to take care of your needs such as eating, sleeping, hygiene, and even socializing as well as leaving time to study. The more credits you take, the more important it is to make sure you fit it all in during the week.

Going to Class

If you get a late start, your Sim will have to run to get to class on time.

When Monday morning arrives, be sure to get to class on time. Classes are your career while at Sims University. You go into a building and the only control you have over your Sim is to set the tone. You can put in normal effort, work hard, suck up to the professor, take it easy, socialize, sleep, or test friends. If you select the Academic tab, you can see how your academic progress is going. It increases when you go to class and put in normal effort as well as by studying. It increases even more when you work hard; but it decreases when you sleep in class, socialize, or skip class altogether. The position of the meter at the end of the term determines the grades you receive. If you want to get A's, be sure the meter is near the top when Friday rolls around. Also look for Opportunities related to your major that can give you extra credit and help increase your academic progress.

Once you enter a building for a class, all you can do is set the tone of your effort until class is over. While you have classes two days every week, one day per week—either Tuesday or Thursday, you have a lecture. All lectures take place at the lecture hall inside the Student Union. It is very easy to get bored during a lecture and fall asleep. Therefore, you have to work to stay awake and increase your academic progress. Select actions such as Attend Lecture, Ask Questions, and Take Notes to help you stay focused on the lecture. Even though it is only two hours, some lectures can tend to drag.

Stay awake during lectures by participating as much as possible. An organic brew or energy drink can also help.

On either Tuesday or Thursday, whichever day you do not have a lecture, you must report to the campus for your activity class. Here you will use the academic object that was given to you when you enrolled and selected a major. These two hours of activity class not only increase your academic progress, they also improve a skill related to your major. Here are the academic objects you get for each major:

- Business—Portable Business Planner
- Technology—Brain Enhancing Machine
- Science & Medicine—Anatomy Skeleton
- Communications—Mobile Radio Station
- Fine Arts—Sketchbook
- Physical Education—Anatomy Skeleton

Activity classes have you use objects related to your major to help build skills.

For example, if you are studying either Science and Medicine or Physical Education, during your activity class, you will be using your anatomy skeleton to study. This also increases the Science skill. Communications students head to the quad and use their mobile radio stations to broadcast on the ether and increase their Charisma skill. In addition to using your object for the activity class, you should also use it outside of class during the week to study and prepare for the exams at the end of the week.

Before you know it, Friday morning rolls around. Whether you are ready or not, it is time to take your exams. Once again you return to the buildings where your classes were held. This time the tones are a bit different because they reflect the effort you are putting on your exams. You can select normal effort, try hard, beg professor for a good score, take it easy, socialize, sleep, test friends, or even cheat on exam. The key to doing well on exams is to be in a good mood and have had a good night's sleep and breakfast so your Sim stays in a good mood and focuses on the exam rather than thinking about how hungry he or she is. At the end of the exam, you get a result letting you know how you did. These results can provide positive or negative moodlets. So if you pass your first exam with flying colors, the positive moodlet will actually help you pass the next exam as well.

Tip

When you earn a degree, you can begin a new career at a higher level than normal. How high you get to start on the pay grade is determined by your grade for your degree. Get an A for your degree to start out a career as high as possible. It really does pay to study and work hard for good grades.

Cheating

Even if you don't show up to class or study, there is still a way you can pass a class with a good grade—cheating. There are several ways you can cheat. First, you can talk to another Sim and convince them to go to class for you. This will prevent you from losing any academic progress while skipping the class. Next you can try to cheat on the final exams. To do this, you need either a cheat sheet or the stolen test answers. A day before the test, use a computer to create a cheat sheet. Or talk to another Sim and either ask them for the test answers or dare them to get the tests answers for you. You can also search for the test answers on a computer. Once you get the stolen test answers, they appear as a moodlet that lasts for two days. A cheat sheet functions the same way. When you go into an exam, select the Cheat on Exam tone to use the cheat sheet or stolen answers.

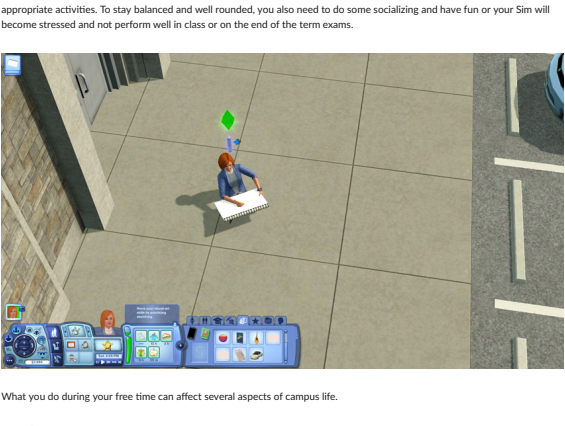
In addition to getting the answers ahead of time, there are two other ways you can cheat. If you use a Brain Enhancing Machine, you can get the Genius IQ moodlet, which lets you cheat on exams. The other way is to eat a Wonderpetal Herb which increases your intelligence for a while and gives you the Wonderpetal moodlet. Both of these methods can help you pass the exam.

The downside of cheating is getting caught. When cheating, there is a chance you will get caught and the kicked out of the class. You then have the option of going to the Administration building to try to clear your record.

Sims with a level 4 or higher Influence in the Rebel social group have a better chance of not getting caught cheating. The higher your level in this skill, the less likely it is that you will get caught.

Free Time

When you are not in class, you have free time to use as you choose. While you still need to take care of your Sim's needs, including sleep, eating, hygiene and so forth, you also need to consider your purpose at Sims University. If you want to get A's in your classes, then you need to do some studying. Sims wanting to move up in the social groups will have to engage in appropriate activities. To stay balanced and well rounded, you also need to do some socializing and have fun or your Sim will become stressed and not perform well in class or on the end of the term exams.



What you do during your free time can affect several aspects of campus life.

Studying

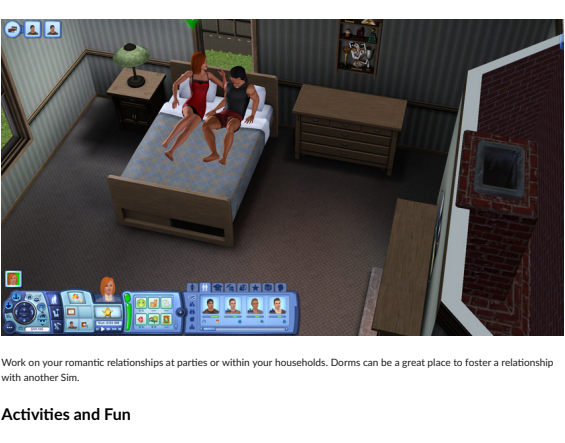
Take time to study for your classes so you get a good grade.

While you can still pass your classes without studying, if you want to get an A, it is important to take some time during the week to study. You can study in a number of different ways. The old tried and true method for studying is to break out the textbook you got when you enrolled in a major and read it. Though it may seem archaic, it works. In addition to reading books, you can also study using a computer. Finally, you can use your smart phone to study. Because you have it with you at all times, you can always take time to study wherever you are.

Socializing

Get out and meet other Sims to meet your social needs.

While focusing on classes, studying, and taking care of basic needs, it is easy to neglect your social needs—especially if you live alone in a home rather than in a household with roommates. It's important to take time to socialize because this will improve your mood and keep your Sim happy. And a happy Sim will perform better in class and on exams. Sims University can also be a great place for romance. A roommate or classmate might just click with your Sim. Build on that relationship and try to turn that Sim into a boyfriend or girlfriend. Having a steady romantic relationship can help keep your Sim happy and you always have someone with whom you can do some productive socializing.

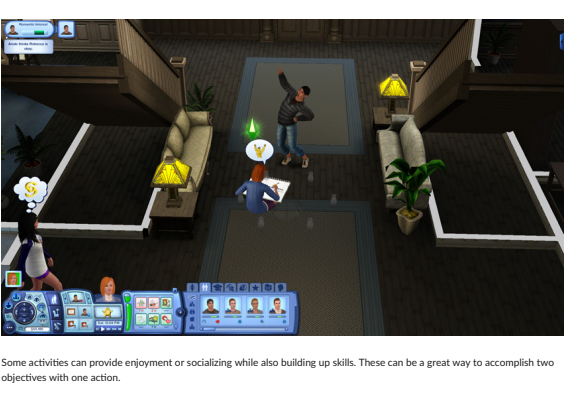


Work on your romantic relationships at parties or within your households. Dorms can be a great place to foster a relationship with another Sim.

Activities and Fun

A swim is a great way to have fun and lose the stress from a long day of classes. Visit the swimming pool in town or use the pool in the backyard if you live in the sorority.

In addition to your social needs, your Sim also needs to have fun. Working hard in class can quickly stress your Sim and lower his or her mood. Therefore, be sure to include some fun activities during the week. Dorms, the sorority, the fraternity, and some of the homes have objects that you can use for fun. Go for a swim or work out on a treadmill or other exercise equipment. Watch TV or play a video game. You can also visit some of the venues in town such as the bowling alley, comic book store, gym, or movie theater to have some fun.



Some activities can provide enjoyment or socializing while also building up skills. These can be a great way to accomplish two objectives with one action.

Tip

If you are looking for an activity to do, don't forget about social groups. Use your smart phone to check on social groups. Select the group with whom you want to increase Influence and use the list of activities to help you pick something that will also help you advance within that social group. For example, playing video games increases your Influence with the Nerds.

Parties and Other Jock Activities

Parties may start out slow, so interact with the guests and objects such as the bonfire to get the party raging.

The Jocks social group enjoys having and attending parties. As you meet Sims at the university and in the town, they will invite you to parties that they are throwing. In fact, there is usually a party every night somewhere in town. Not only do students throw parties, some of your professors also like to have parties and invite their students. It is always a good idea to go to your professor's parties and participate because you can actually get extra credit by attending. When another Sim is throwing a party, you will receive an invitation. You can choose to either accept or decline the invitation. Then as the time for the party approaches, you receive a reminder.

While attending parties is fun, it is even better to host a party yourself. Just take out your smart phone and use it to organize a party. You can throw a house party, birthday party, juice kegger, bonfire party, or destination party. Using your smart phone, select the type of party, the time, the dress code, and the Sims you would like to invite. Make sure you have everything you need at the party location before it starts, such as food, furniture, or other objects. Then once guests start arriving, make sure they are all having a good time. Socialize with them and keep the party lively.

Bowling is another activity that Jocks enjoy.

In addition to parties, Jocks like to socialize and play sports or games. Try playing collegiate sports, ping pong or juice pong, bowling, and talking to other Jocks to build up your Influence with the Jocks. The more interactions you have with Jocks, the more Jock acquaintances and friends you make, and the greater your Influence. Even playing with the kicky sack or the flying disc builds up your Influence.

Protesting and Other Rebel Activities

A rowdy protest isn't a success unless you have several fights.

Rebels can enjoy a good party. However, they much prefer a protest. Protests are fairly easy to organize. Start off by announcing a protest at a podium or with a megaphone. The Roasted Toasted Beans Coffee Shop and the lecture hall in the Student Union can both be used for this purpose. You then have to decide what you are protesting, what type of protest you are having, and the time and location for the protest. There are three types of protests: standard protest, rowdy protest, and hunger strike, and more than 30 different topics to protest. Once the protest has been announced, you need to get to work. If you want people to come, interact with other Sims and hand them flyers about the protest. Then get to the site of the protest before it officially begins. A podium appears at the site at the start. Interact with the podium to give an impassioned speech, rile the crowd, or lead a chant. If it is a rowdy protest, you can even choose to get into a fight with another Sim. Keep interacting during the entire protest so that it will be a success.

By dumpster diving, you can find some good items and increase your Influence with the Rebels. However, you will need to take a shower afterward.

Protests can be thrilling. However, you can also gain Influence with the Rebels in other ways. Go dumpster diving to find furniture or other items you can take home with you. Other ways to move up with the Rebels is to use herbs (cut them, add them to food or drinks, burn them, etc.), dare other Sims to do things, get a drink from the Barista, use a megaphone, and create street art all over the town.

Geeking Out with the Nerds

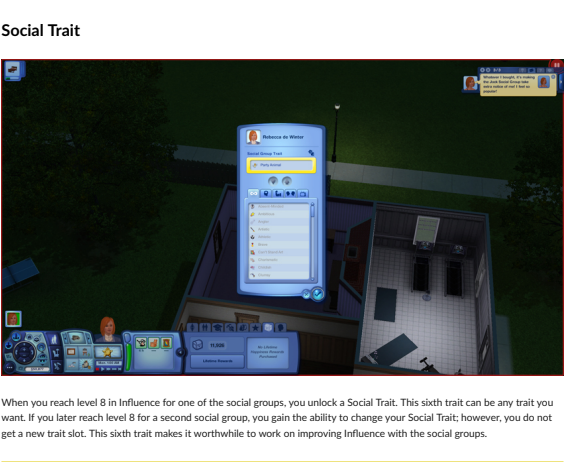
Take a trip to Keith's Komics to get your Nerd on.

Nerds like to get out and attend parties just like the other social groups. However, they gain Influence with their social group through a number of different actions. Luckily, most of these interactions can take place at the comic book store. Talk about comics, read comic books, play video games, use computers, play arcade machines—all of these things increase your level of Influence with the Nerd social group. In addition, while at a bonfire party, try throwing a test tube into the fire to see the results.

Science experiments also are fun for Nerds.

If you are working on a degree in Science and Medicine or Technology, then your studies help increase your Influence among the Nerd social group. Use the Brain Enhancing Machine or do the Group Science Project and you not only help get better grades, you also increase your Influence and Science skill. Finally, socially interact with Nerds and other Sims to brag about your gamer skills or issue trivia challenges for even more Influence.

Social Trait



When you reach level 8 in Influence for one of the social groups, you unlock a Social Trait. This sixth trait can be any trait you want. If you later reach level 8 for a second social group, you gain the ability to change your Social Trait; however, you do not get a new trait slot. This sixth trait makes it worthwhile to work on improving Influence with the social groups.

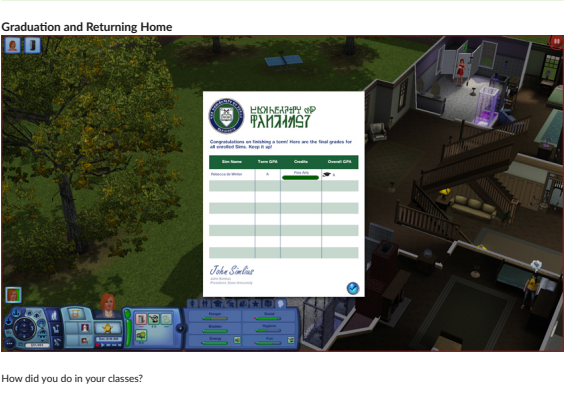
Note

This expansion allows you to unlock two new traits: Academic and Social. Depending on which one you unlock first, the Social Trait could be the sixth or seventh trait.

Tip

If you have earned a lot of Lifetime Happiness points, you can spend them on increasing your Influence with one of the social groups. It is relatively cheap at only 2,000 points for a good boost. This can be a good way to get a head start on a social group or to max it out after you have been working at it for a while.

Graduation and Returning Home



How did you do in your classes?

After taking your exams on Friday, your professors add up your points and you receive your report card for the term on Saturday morning. The report card not only gives your grade for the term, but it also shows if you have earned enough credits to graduate. You need to have earned 48 credits in your major to graduate. If you haven't, and you signed up for two terms, you can begin the next term on Monday. If this is the last term for which you are enrolled, you head home and then can re-enroll for more terms until you earn enough credits to graduate.

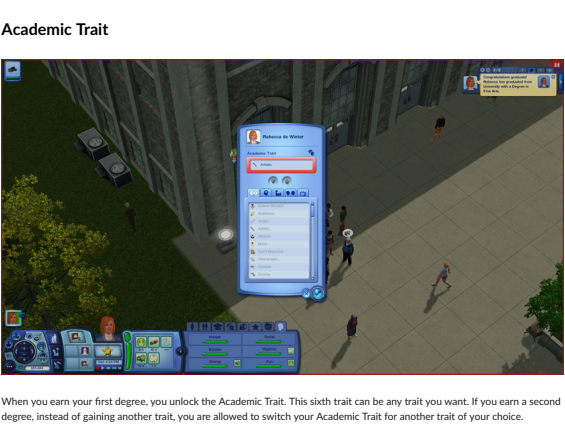
Graduation is at the stadium. Your Sim will have earned that cap and gown.

Once you have earned 48 credits, the next step is to invite Sims to attend your graduation ceremony. You can select any of your acquaintances at Sims University as well as family from home. The actual graduation ceremony takes place on Saturday evening. Head to the stadium to participate and receive your diploma. This is a great opportunity to take some photos with your friends using your smart phone.

Get packed up and say good bye to your roommates. The moving van has arrived to take you home.

On the Saturday you will be heading home, be sure to pack up any possessions you want to take with you. If you purchased furniture, either sell it, leave it, or put it into your family inventory. The latter is a good idea even if you are planning on coming back because you may decide to live somewhere else for a change. Then on Saturday evening, the moving van pulls up in front of your residence and takes you back to your home.

Academic Trait

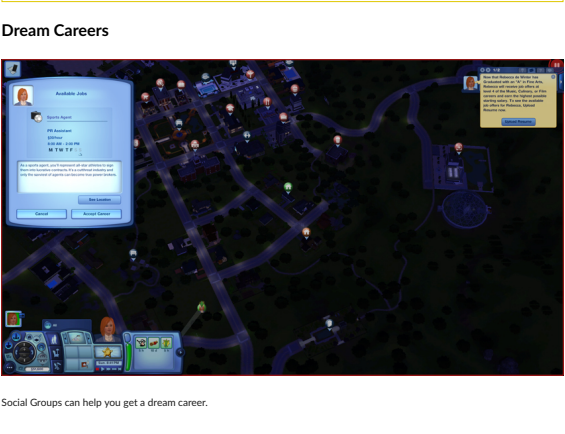


When you earn your first degree, you unlock the Academic Trait. This sixth trait can be any trait you want. If you earn a second degree, instead of gaining another trait, you are allowed to switch your Academic Trait for another trait of your choice.

Note

This expansion allows you to unlock two new traits: Academic and Social. Depending on which one you unlock first, the Academic Trait could be the sixth or seventh trait.

Dream Careers



Social Groups can help you get a dream career.

If you reached level 10 Influence in one of the three social groups, as soon as you arrive home, you will receive a job offer for one of the three new dream careers. Jocks are offered a job as a Sports Agent. Nerds are offered a job as a Video Game Developer. The Rebels' dream job is an Art Appraiser. Social groups are the only way to unlock these job offers, so be sure to put in the time increasing your Influence with a social group.

Tip

Sims University is not only a great place to visit and earn a degree, but also a return destination. There are six degrees available and if you ever want to change your career, come back to Sims University and earn a second or third degree. You might even want to try to get A's in all six degrees. Good luck and go Llamas!

A Week in the Life of a College Sim

Going to Sims University can be somewhat overwhelming at first. There are so many things to do and so little time. You have classes to attend, books to study, practice to complete, parties to attend, and so much more. When is a Sim supposed to sleep, eat, and take care of other needs? Not to worry. This section provides some guidelines to help you survive college and earn your degree without becoming a basket case.

Sunday

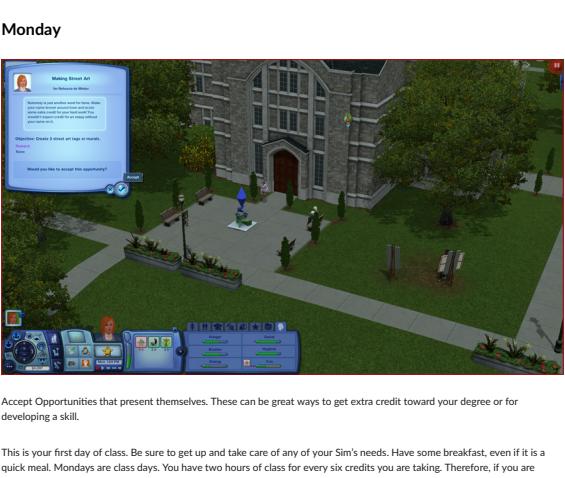
You arrive at the university on Sunday. Get settled in because classes start bright and early Monday morning.

After enrolling at Sims University and selecting a place to live, you arrive at your residence Sunday morning. You have a few hours to get yourself settled in. If you are living in a dorm or either the sorority or fraternity, be sure to pick a bed and assign it to your Sim. If you want a specific roommate to share a room with you, assign that Sim another bed in your room. Also lock the door to your room unless you want other Sims walking in at will. By the time you have met the other Sims that you live with and had a chance to socialize, it is afternoon and time to go to the University Meet and Greet at the Student Union.

It is a good idea to go to the Meet and Greet—especially if this is your first time at Sims University. Pick up all the freebies at the table and then meet your professor. Building up a relationship with your professors can go a long way toward passing your classes with flying colors. As you improve your relationship, you might even be invited to the professor's home for a party—a chance for extra credit! Check out all of the features that the Student Union offers, such as the work rooms downstairs and the recreation area upstairs.

While you are at the Meet and Greet, or somewhere later that afternoon, you should be invited to a party of some type if you have spent some time getting to know other Sims. It is a good idea to go to this first party. Here you can socialize and begin building up relationships with other Sims. This is also a good time to begin increasing Influence with a social group. Don't stay too late at the party. You want to be home and in bed before midnight so you get a good night's sleep—especially if you have an 8:00 a.m. class.

Monday



Accept Opportunities that present themselves. These can be great ways to get extra credit toward your degree or for developing a skill.

This is your first day of class. Be sure to get up and take care of any of your Sim's needs. Have some breakfast, even if it is a quick meal. Mondays are class days. You have two hours of class for every six credits you are taking. Therefore, if you are taking 18 credits, you have six hours of class. With two hours between each class, you can plan on being at the university for 10 hours—two hours is not enough time to head home to take care of needs. Those Sims taking fewer credits don't need to stay on campus as long. However, they can spend some of that additional time studying for their degree.

Work hard your first day in classes. Though you may get stressed, you want to get as much academic progress as possible. The sooner you get the academic progress meter to the top, the easier it is to maintain it. Look for Opportunities or Wishes that come up. These can help you focus on what is important both academically and socially. Plus you get some rewards. If you get invited to a party, check to see how your Sim is doing before accepting. If your Sim is wiped out from a long day in classes, pass on the party and get home to get a meal and go to bed.

Academic Tones

Just like a career, academics has tones that you can adjust to control the level and type of effort your Sim is putting in at school. Normal effort will reduce your energy and fun levels while increasing your academic progress. Working hard provides more progress, but at a greater cost because your Sim can become stressed. Another way to gain academic progress is to suck up to your professor. This works better as your relationship with your professor improves. This is less taxing on energy and fun. If you are not worried about your academic progress, but need some fun, take it easy. Your academic progress will decrease, but fun increases. Socializing lets you get to know the other students in class and increases your social level, though academic progress decreases. Sleep has the same detrimental academic effect, but does provide energy for your Sim. This can be better than skipping a class altogether because you were too tired. Finally testing friends lets you socialize during class, but does not lower your academic progress as much as socializing, nor does it affect your relationship with your professors. Similar tones are available during final exams on Friday.

Tuesday

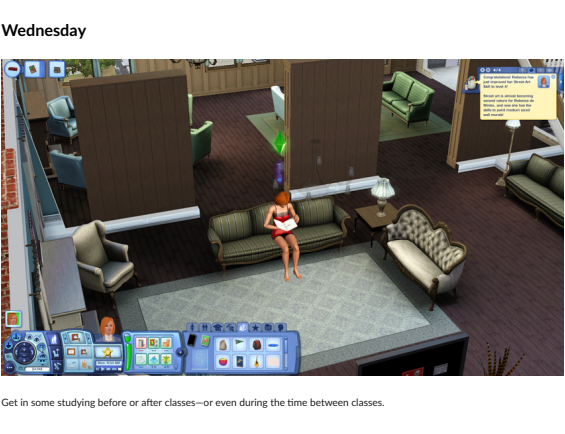
Go for a swim or other fun activity on Tuesday to have fun and reduce your stress.

Tuesday is the day for your lecture class in most schedules. It's sometimes swapped with Thursday's activity class. No matter how many credits you are taking, you only have two hours of class on Tuesday. At times class will be at 8:00 a.m. while for some schedules it may not be until noon. You definitely want to attend your lecture class. Unlike regular classes, you don't set a tone and wait around for two hours. Instead, you can pick from a variety of socials while at the lecture. The key is to get involved and avoid falling asleep.

Because you have most of the day free on Tuesday, it is easy to waste it. Schedule your unscheduled time. If you are living alone or even with others, take time to serve meals. Not only can you build your Cooking skill, you can also put away the leftovers and then eat them on Wednesday and other days. Eating leftovers can save time. If your Sim is tired, take a nap. For Sims who are stressed and need some fun, visit one of the social group hangouts: Keith's Komics for Nerds, B's Bowlarama for Jocks, and the Grotto for Rebels. This allows you to have some fun while also working on your Influence with a social group.

Finally, be sure to take some time to study. This can involve reading your textbooks, studying on the computer or your smart phone, or using objects related to your major. As mentioned earlier, you want to get your academic progress meter up to the top as quickly as possible. If you are not too tired, attend a party to socialize, have fun, and get rid of any remaining stress.

Wednesday

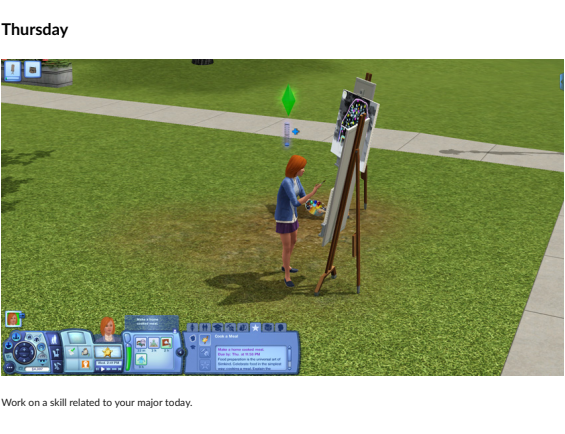


Get in some studying before or after classes—or even during the time between classes.

Head back to a day of classes on Wednesday. Usually this day is a lot like Monday. Your main focus is on increasing your academic progress. Depending on where your academic progress meter is, you might be able to just work normally instead of hard. However, you can't afford to slack off now. Use the time in between classes for studying. After taking care of academics, make sure your Sim's needs are met and then any additional time can be used for socializing and fun. After Wednesday, it is downhill to the end of the term.

Pay attention to your Sim's mood. You want to maintain a good mood because this can make many other actions go a lot smoother. Eating herbs, putting them in food or drinks, or consuming beverages made with herbs can affect your mood as well.

Thursday



Work on a skill related to your major today.

All Sims have only one class on Thursdays, no matter how many credits they are taking. Most schedules have an activity class today—unless it is swapped with Tuesday for the lecture class. Activity classes are all about applying your education and working on skills. Here you will be using the object given to you when you enrolled in a major. Because it is only a two-hour class, be sure to attend. Continue working on the skill or with the object after class is over if you want to build up the skill even further.

By now your academic progress should be very high if you have been working on it during the week. Therefore, you deserve some fun. Use today to work on Influence with the social groups. If you are a Jock, throw a party. Rebels can start a protest. Nerds can play video games or read comics. Also take care of all of your Sim's needs. You want to get your Sim's mood as high as possible today.

Friday

Celebrate the end of the term with a party.

Friday is the last day of the term. You go to class just like you did on Monday and Wednesday. However, on Friday you spend two hours taking exams in each class. If you worked hard all week, you can cruise through the exams with normal effort and not worry about lowering your grade. Otherwise, you need to try hard or beg your professor for a good score (this is where having a good relationship with your professor can come in handy). Mood plays an important role in your exams. If your Sim is in a good mood and you have a high academic progress, you can rest assured you will get an A for the course. However, a bad mood can lower your grade no matter how high your academic progress.

Once the exams are completed, the term is over. Time to party! Have a party, go to a party, or go to a hangout and have fun. Stay up late because you can sleep in on Saturday.

Saturday

Graduation ceremonies are held on Saturday for those Sims who have completed all the credits for their degrees.

If this is the last term for which you enrolled, you will be heading home today. Otherwise you have Saturday and Sunday all to yourself before the next term begins on Monday. Graduating Sims need to invite friends to their graduation and then attend the ceremony themselves to receive the degree for which they worked so hard. If you are leaving, this is the time to pack up any objects such as furniture or art that you have in your college residence so you can take it home with you. Those returning home leave Saturday evening.

Sims staying for a second term should use Saturday and Sunday to get ready for is also a good idea to do some studying over the weekend or your academic progress will begin to decrease. Be sure you get plenty of rest Sunday night so youare ready to start another busy week.

Packing and Moving

If you purchase new objects for your college residence, be sure to take them home with you.

When you leave for college, consider taking some of the items from your home with you. If you have a nice bed, a computer and desk, decorations, or other items, you may want to put them into your family inventory before the moving van arrives so you can take them to school. Select items that will affect your mood or needs. For example a good bed helps you sleep better. Decorations improve your mood by making your living area pleasant and attractive. While at school, you may also want to purchase some items. When Saturday rolls around and you are getting ready to return home, be sure to pack up the objects you bought or brought from home so you don't lose them. Or sell them if you no longer want them.

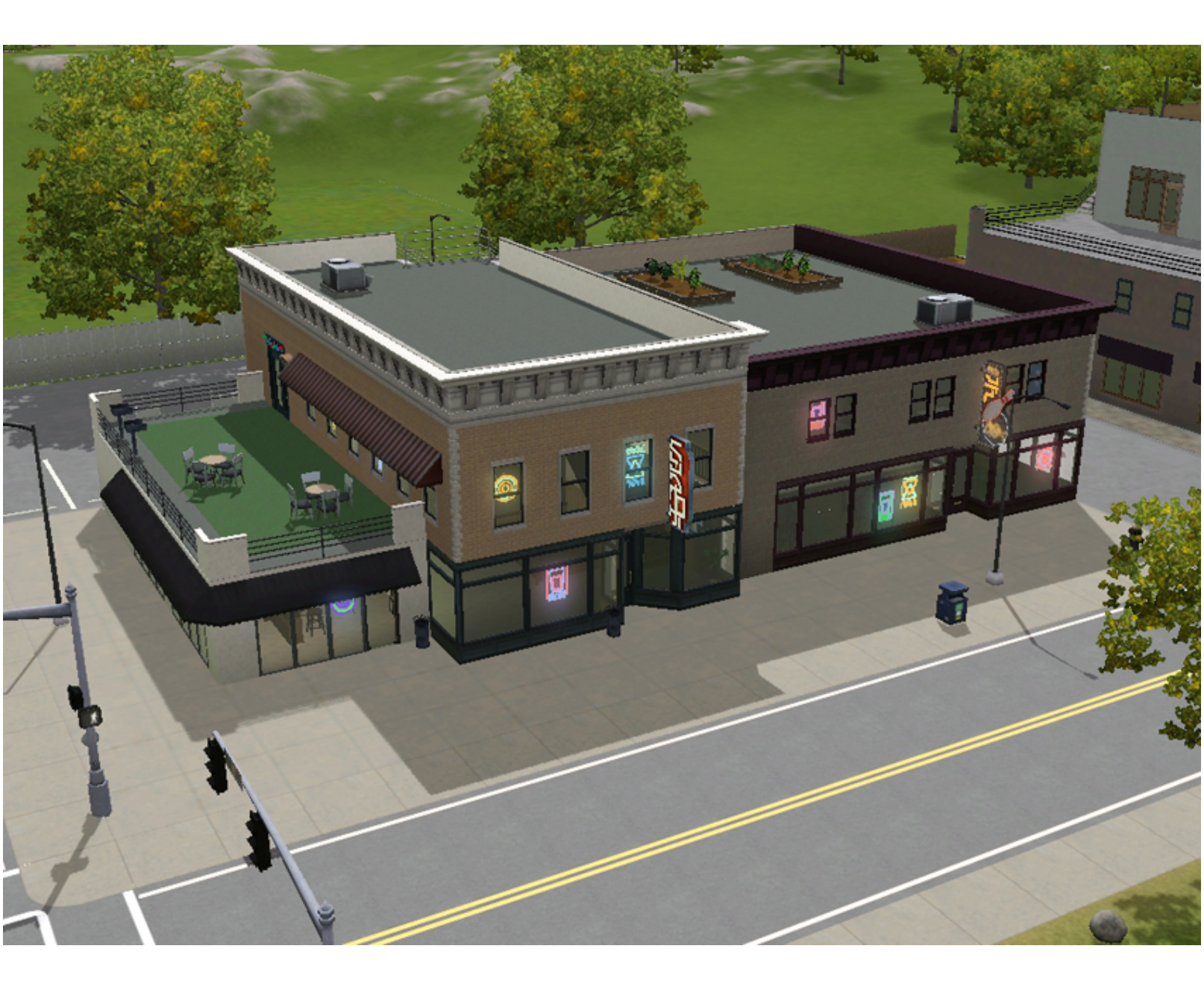
New Venues

New Venues

The college town of Sims University is different from any of the other towns or locations in The Sims 3 or any of the expansions. In addition to Academic buildings that make up the campus itself, there are also new types of buildings that provide new opportunities. Though we have a full tour of Sims University in the next chapter, use this section to dig deep into the newly crafted venues for The Sims 3: University Life.

Campus Living
While you spend a lot of time in class and studying for your major to ensure that you get a good grade, you still need to socialize and have fun to maintain a healthy balance for your Sim. As such, Sims University offers some great new places to blow off steam. Three of these are designed for the three different social groups and provide activities to help you advance within one of those specific groups.

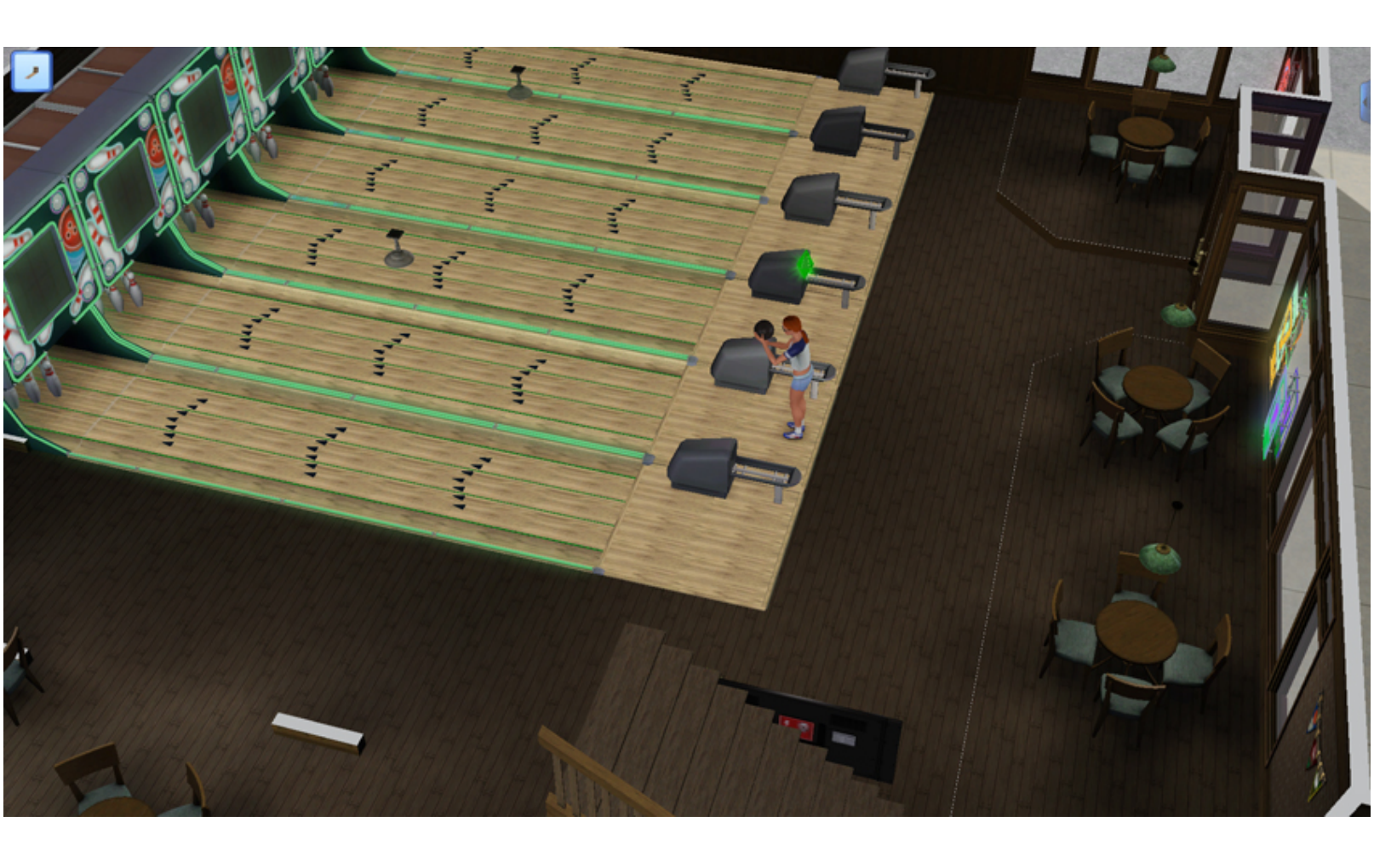
B's Bowlarama



- Address: 1025 University Drive
- Venue Type: Jock Hangout and Arcade
- Operating Hours: 10 AM to 4 AM

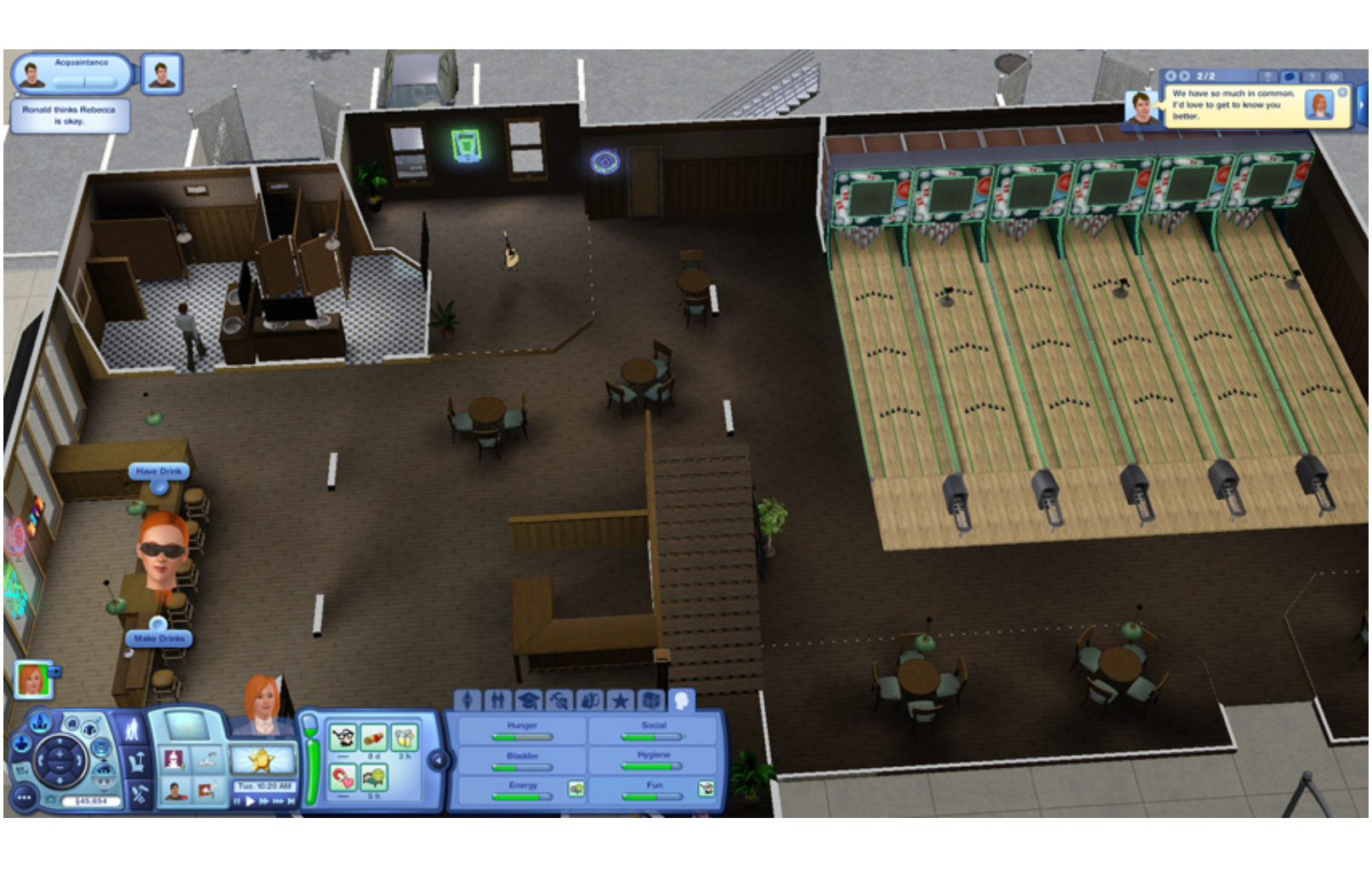
B's Bowlarama is the first bowling alley in The Sims 3. It provides a great place to relax for Jocks or other Sims who want to work on their bowling skill along with other activities.

Primary Use

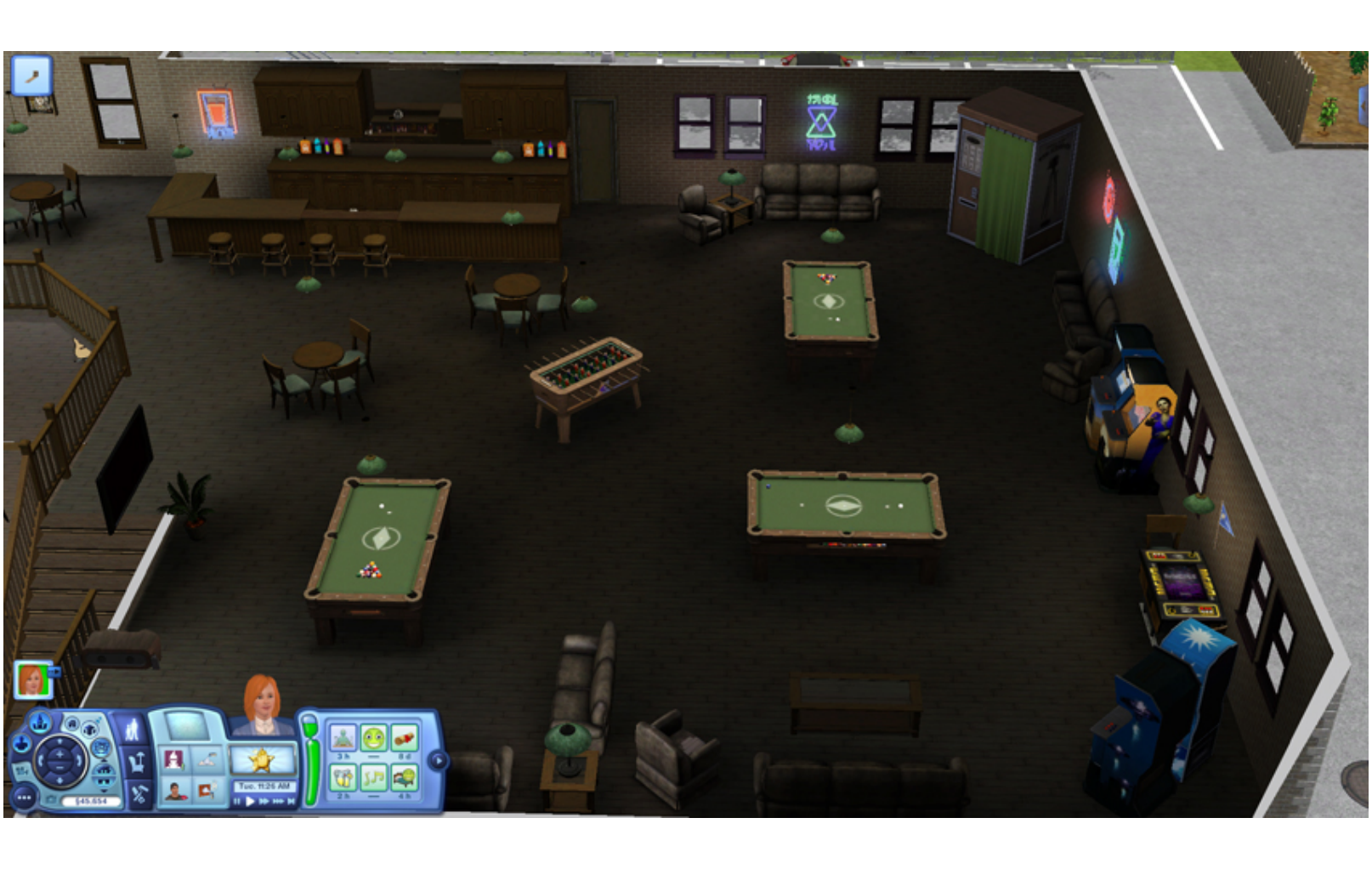


The main function of B's Bowlarama is an arcade where Sims can come to socialize and have fun. The first floor features six bowling lanes. Use them to play a game of bowling either by yourself or with another Sim. As you play, you begin to work on the hidden Bowling skill. The more you play, the higher your score can get. Bowling is a great way to increase your Influence with the Jocks and increase your Fun level. This is also a good place to meet other Jocks.

Additional Activities

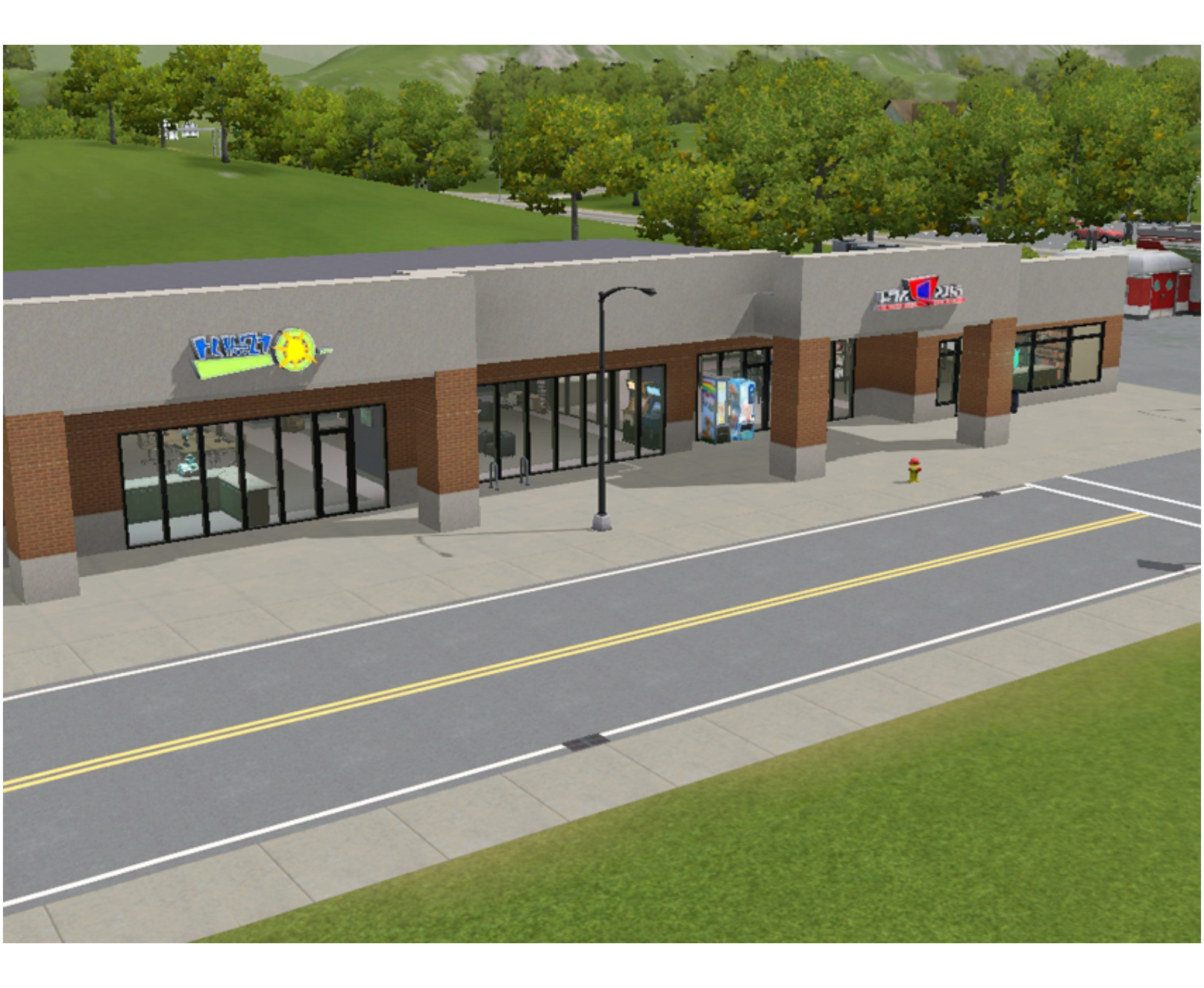


In addition to the bowling lanes, the downstairs of B's Bowlarama has a bar where your Sim can buy a drink or make drinks. A small stage with a guitar allows Sims to perform for the crowd, and several tables and chairs are perfect for having a conversation with another Sim while enjoying a juice.



Head upstairs for even more fun. Here you can find several billiards tables as well as a foosball table, another bar, a photo booth, and several arcade games. There are several more tables and even some couches for socializing. If you are working on Influence with the Jock social group, B's Bowlarama is a great place to hang out while you are not in class or studying.

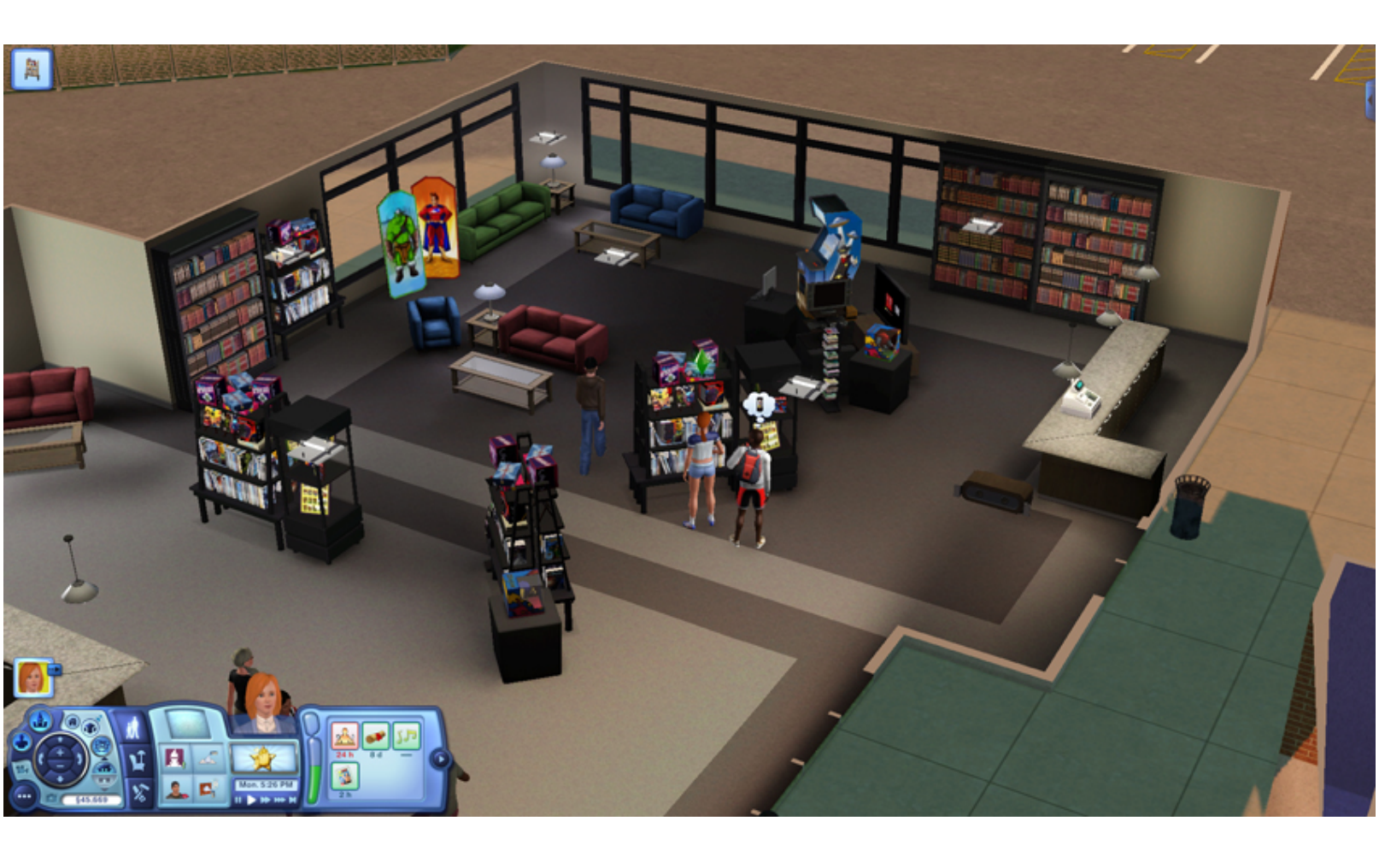
Keith's Komics



- Address: 516 S. Bend Ave.
- Venue Type: Nerd Hangout and Commerce
- Operating Hours: 8 AM to 2 AM

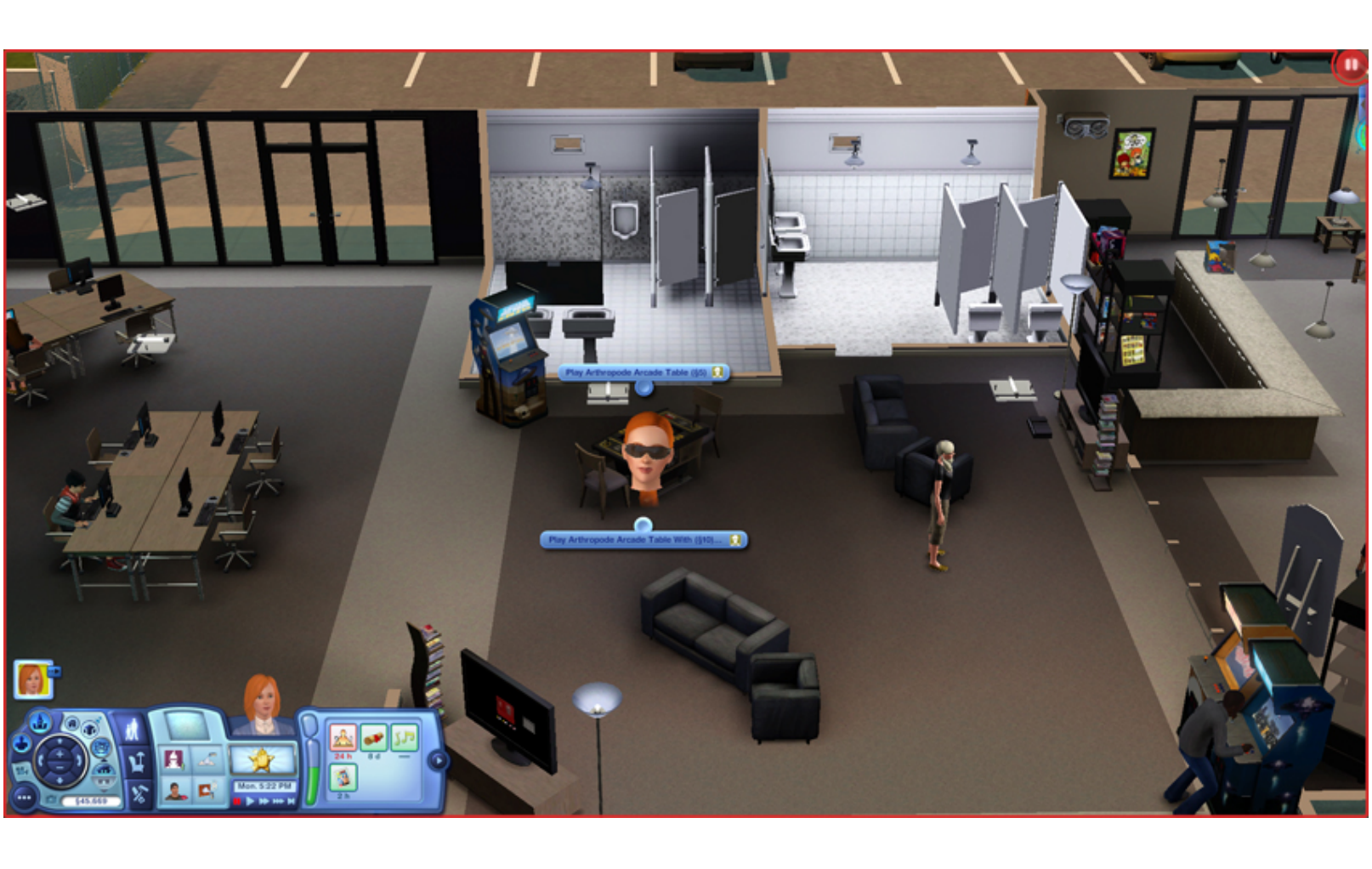
Keith's Komics is the hangout for the Nerds in this college town. If you are working on increasing your Influence with the Nerd social group, be sure to stop in and get your fix of all things nerdy.

Primary Use



The main reason people visit Keith's Komics is to read and buy comic books. There are several displays of comics where you can select from a variety of comics to read in the store. Be sure to check out each of the display racks because each has a different selection for your comic reading pleasure. If you prefer to take your comics with you and read them at home or another location, go to the cash register and buy some comics to add to your inventory. Every self-respecting Nerd should have some comics on hand at all times. In addition to comics, the shop also has bookshelves with books you can read on site, similar to a library.

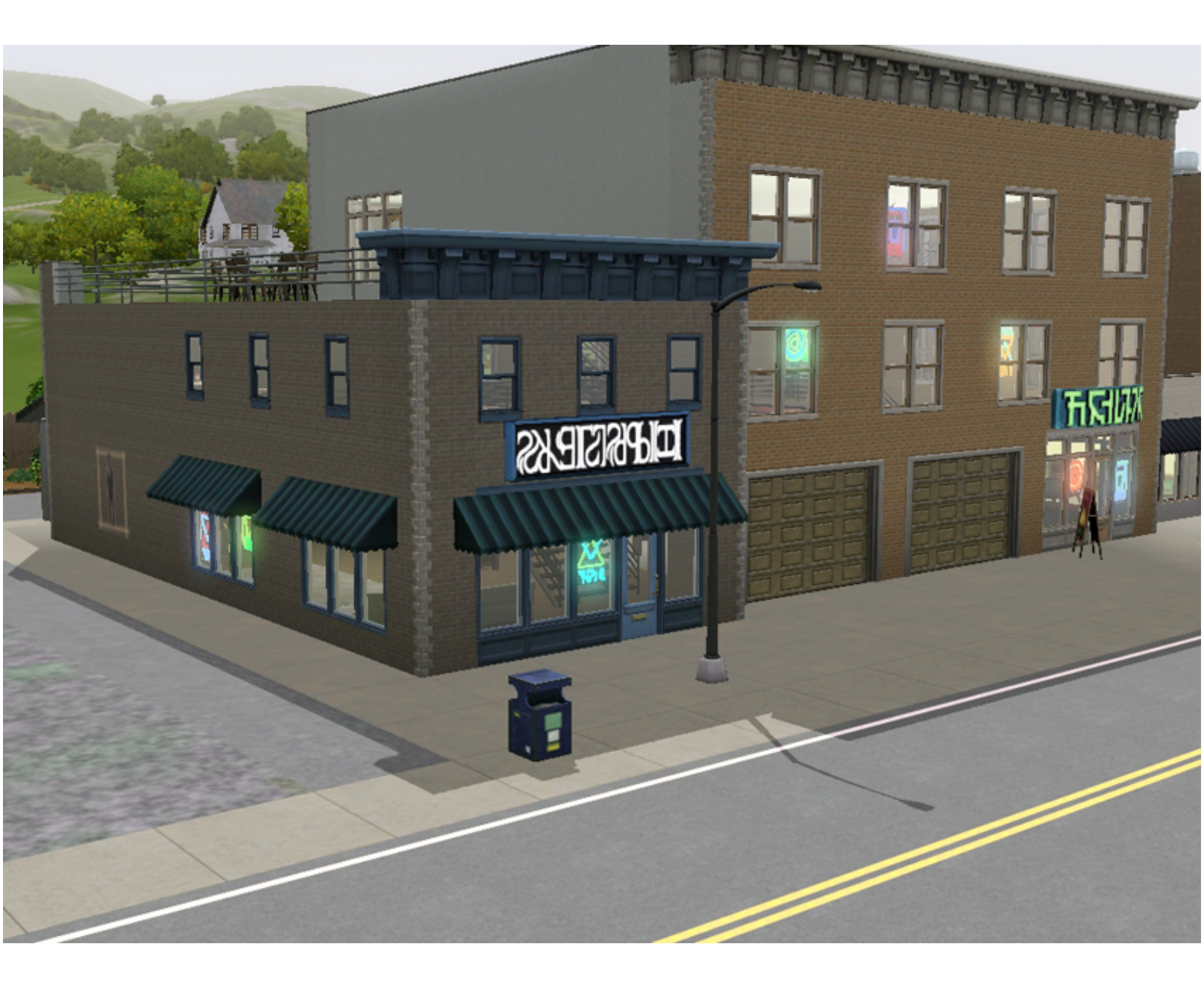
Additional Activities



While Nerds like comics, they also enjoy other activities. Keith's Komics has your nerdy Sims covered. Check out the computers, which you can use for studying, browsing the web, chatting, playing video games, and other activities. If you don't have a computer of your own, this is a great place to use one. If you would like to relax and have some fun, watch TV while sitting on the couch or play one of the several video game machines.

Keith's Komics provides a wonderful environment for reading comics and blowing off some steam after a tough day of classes. It also tends to attract other Nerds and is a great place to socialize with Nerds and possibly find a romantic interest who shares a love of sci-fi, superheroes, and fantasy. If you want to max out your Influence with the Nerd social group, spend a lot of time at the comic book store.

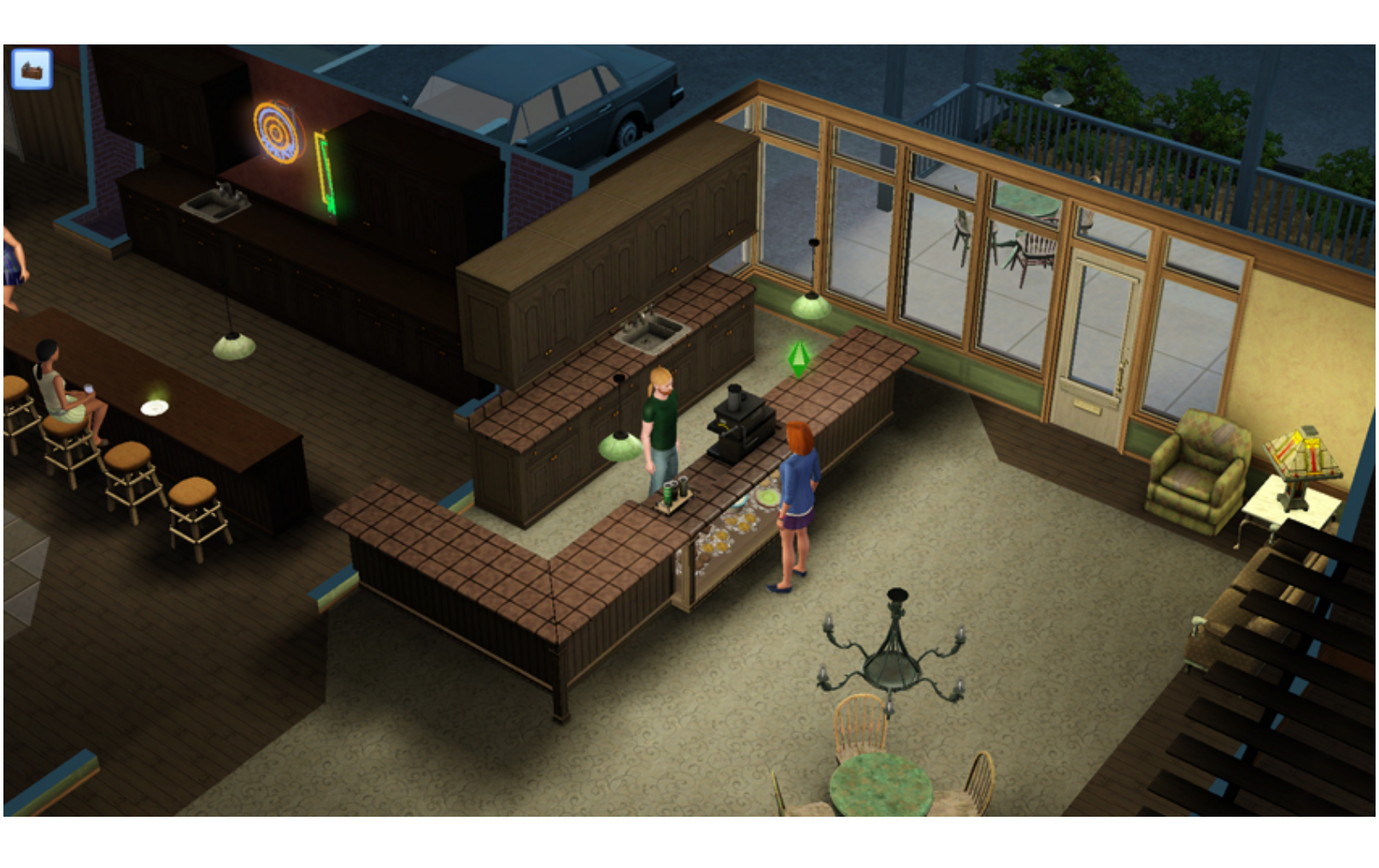
The Grotto



- Address: 1029 University Drive
- Venue Type: Rebel Hangout and Bar
- Operating Hours: 6 AM to 1 AM

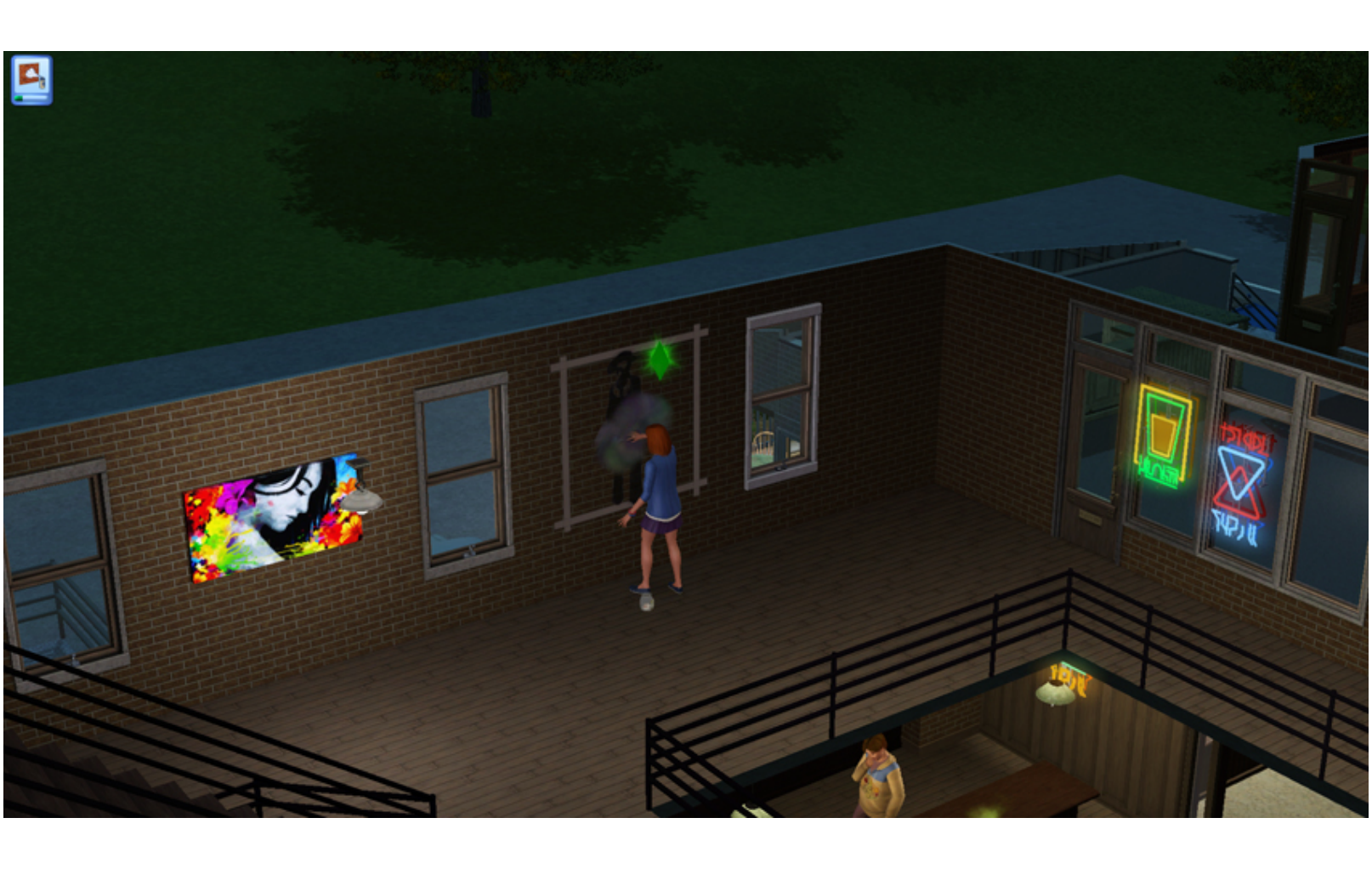
The Grotto is the hangout for the Rebels. If you are working on increasing your Influence with the Rebel social group, be sure to stop in and discuss the problems of the world with the other Rebels.

Primary Use

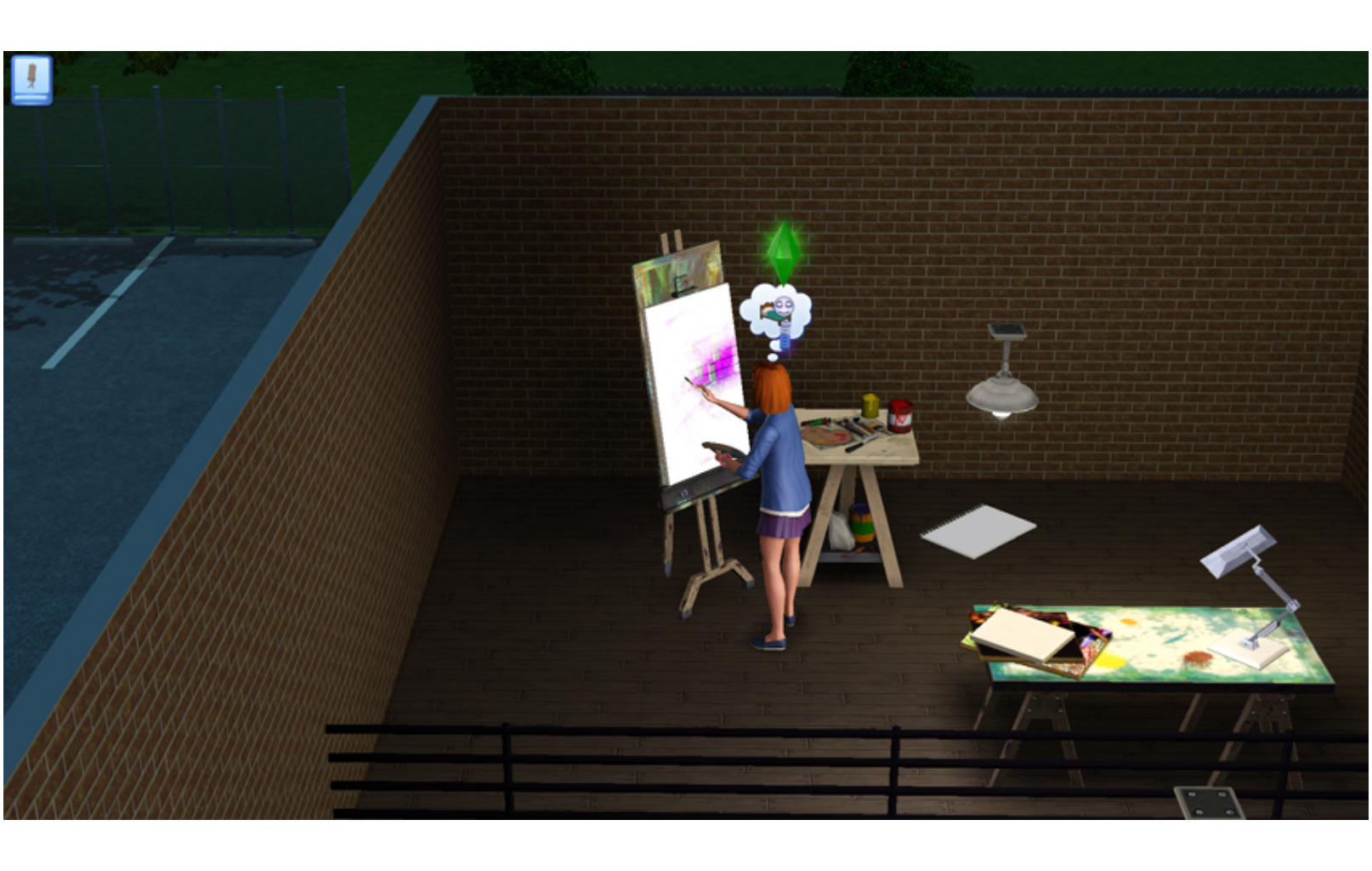


The Grotto serves up juice drinks as well as other snacks and beverages. Enjoy your drinks at several tables and couches while you socialize. Listen to music and even dance while you are there, associating with a mixed clientele of Rebels as well as Sims from other social groups.

Additional Activities

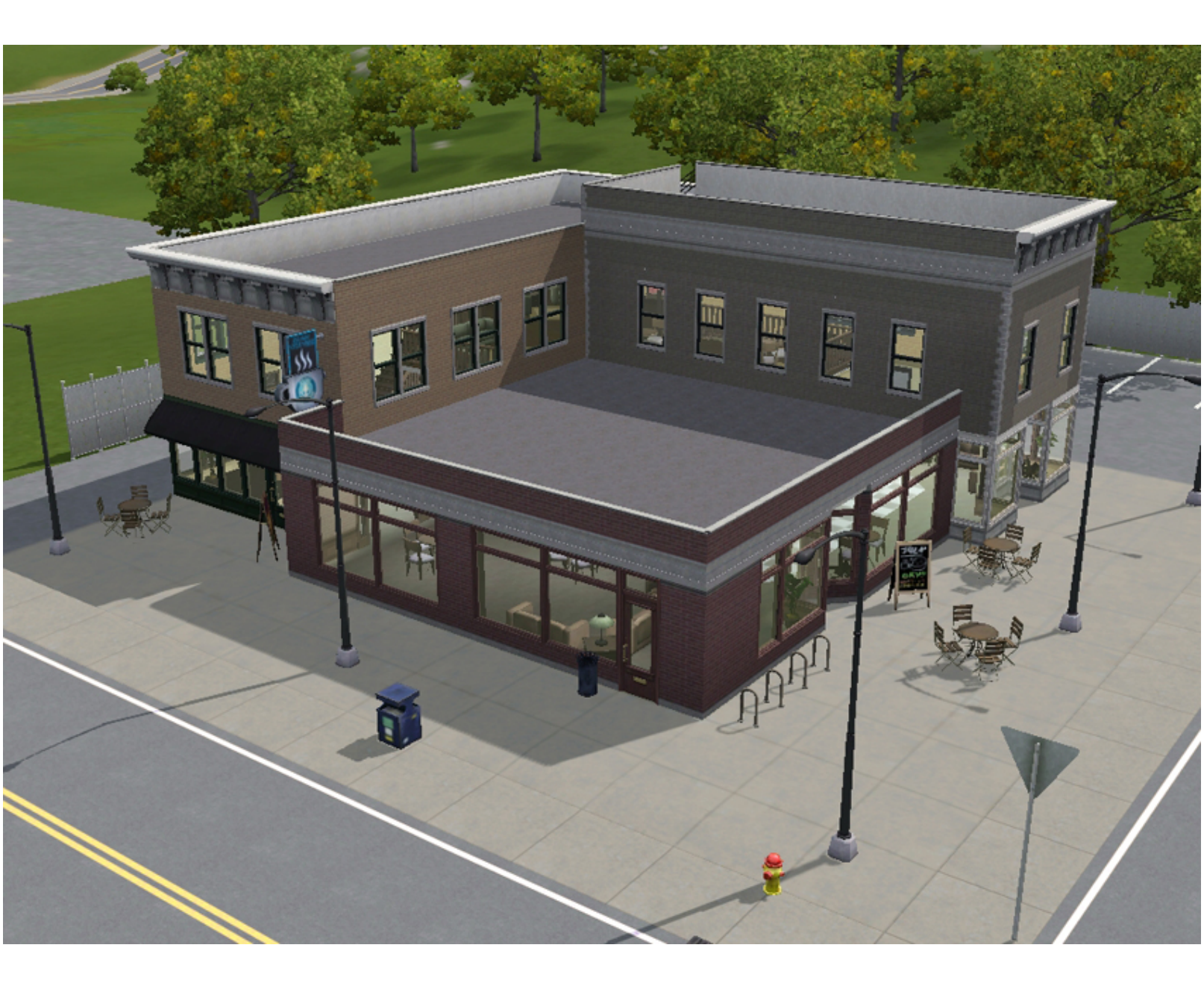


If you are studying Fine Art, have the Avant Garde trait, or are working on the Street Art skill, the Grotto is a great place to visit. Go upstairs and use the walls to paint murals without the fear of being arrested and fined. The Grotto not only allows street art on their walls, they encourage it. Other art-minded Sims can perform guitar on the small stage to improve their Guitar skill and get some exposure.



Those working on their Painting skill can practice their art on a canvas upstairs.

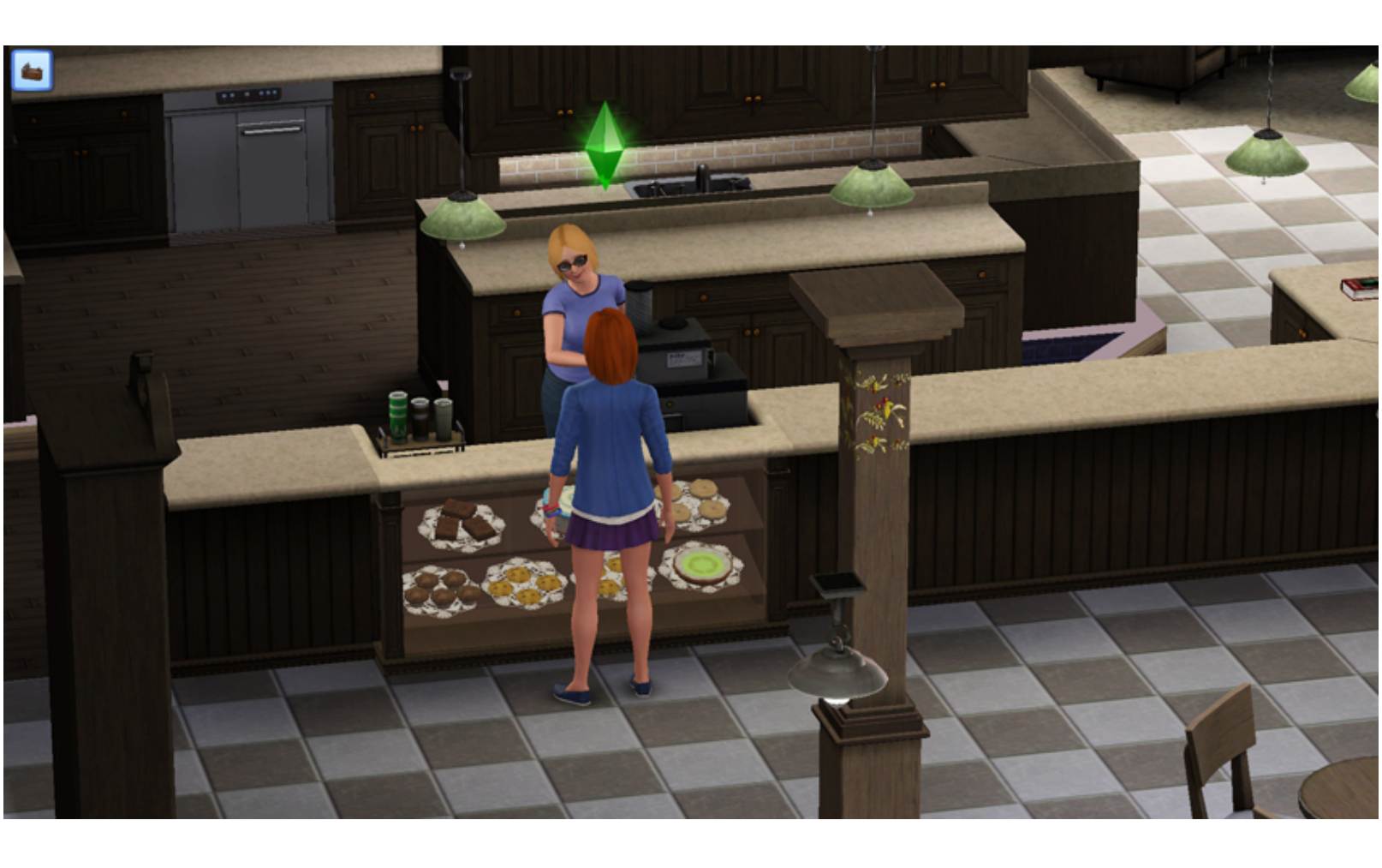
Roasted Toasted Beans Coffee Shop



- Address: 1041 University Drive
- Venue Type: Coffee Shop
- Operating Hours: 5 AM to 1 AM

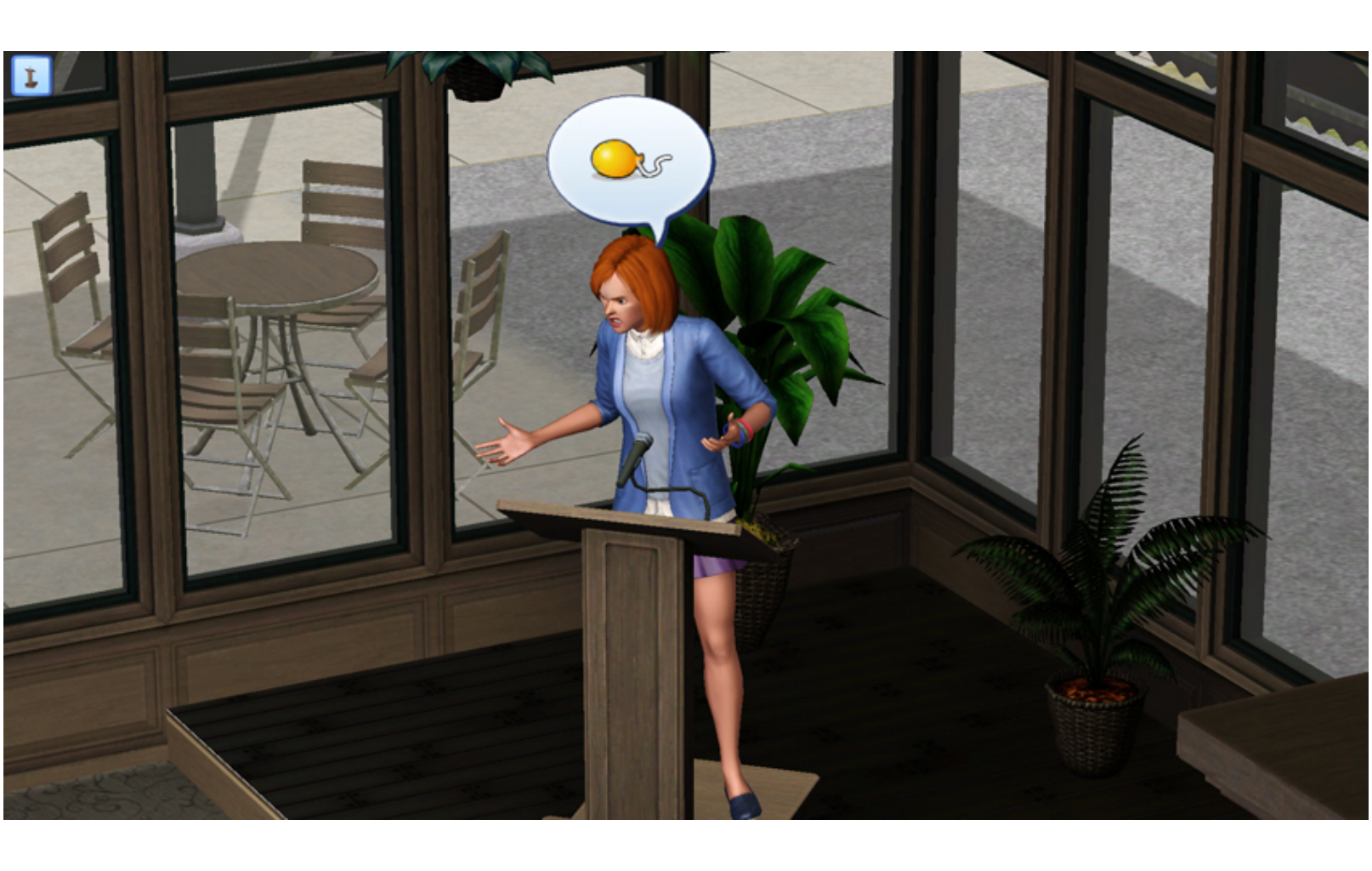
The Roasted Toasted Beans Coffee Shop is not only a great place to get a cup of java, but also to interact with other Sims. While it is a great place for Sims of all social groups, Rebels can find this meets some of their needs more than the other groups.

Primary Use



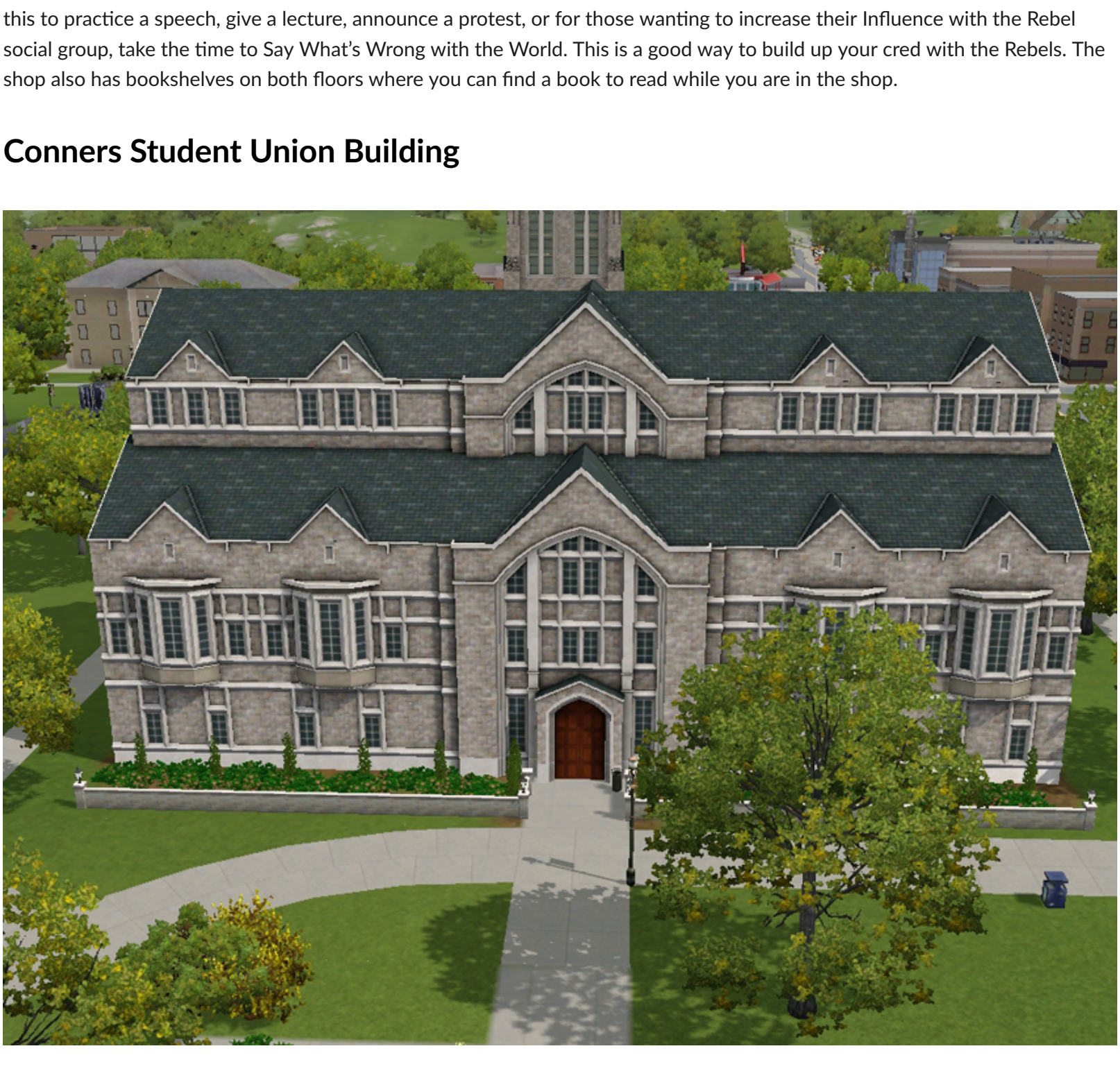
The main reason people come to this coffee shop is to enjoy a beverage and a snack. It opens early enough that you can hit this spot for some breakfast before class. It's located directly across the street from the academic buildings on campus, making it easy to stop in and get something while still being close to the classrooms. While enjoying your drink or snack, be sure to do some socializing with fellow Sims to get your Social level up before or after classes.

Additional Activities



For Rebels or those pursuing a Communications degree, the Roasted Toasted Beans Coffee Shop also features a podium. Use this to practice a speech, give a lecture, announce a protest, or for those wanting to increase their Influence with the Rebel social group, take the time to Say What's Wrong with the World. This is a good way to build up your cred with the Rebels. The shop also has bookshelves on both floors where you can find a book to read while you are in the shop.

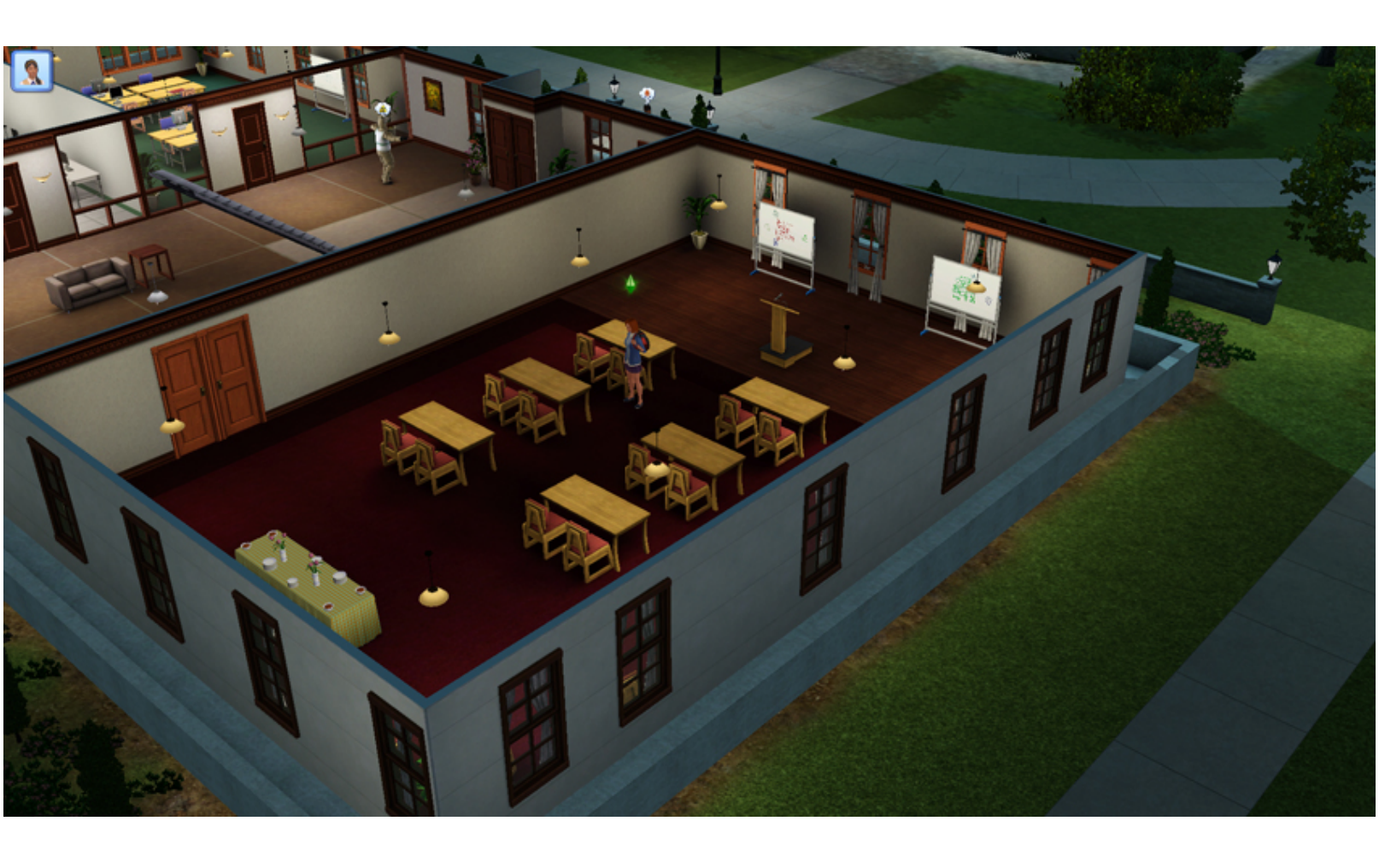
Conners Student Union Building



- Address: 110 Sims University
- Venue Type: Student Union
- Operating Hours: 6 AM to 1 AM

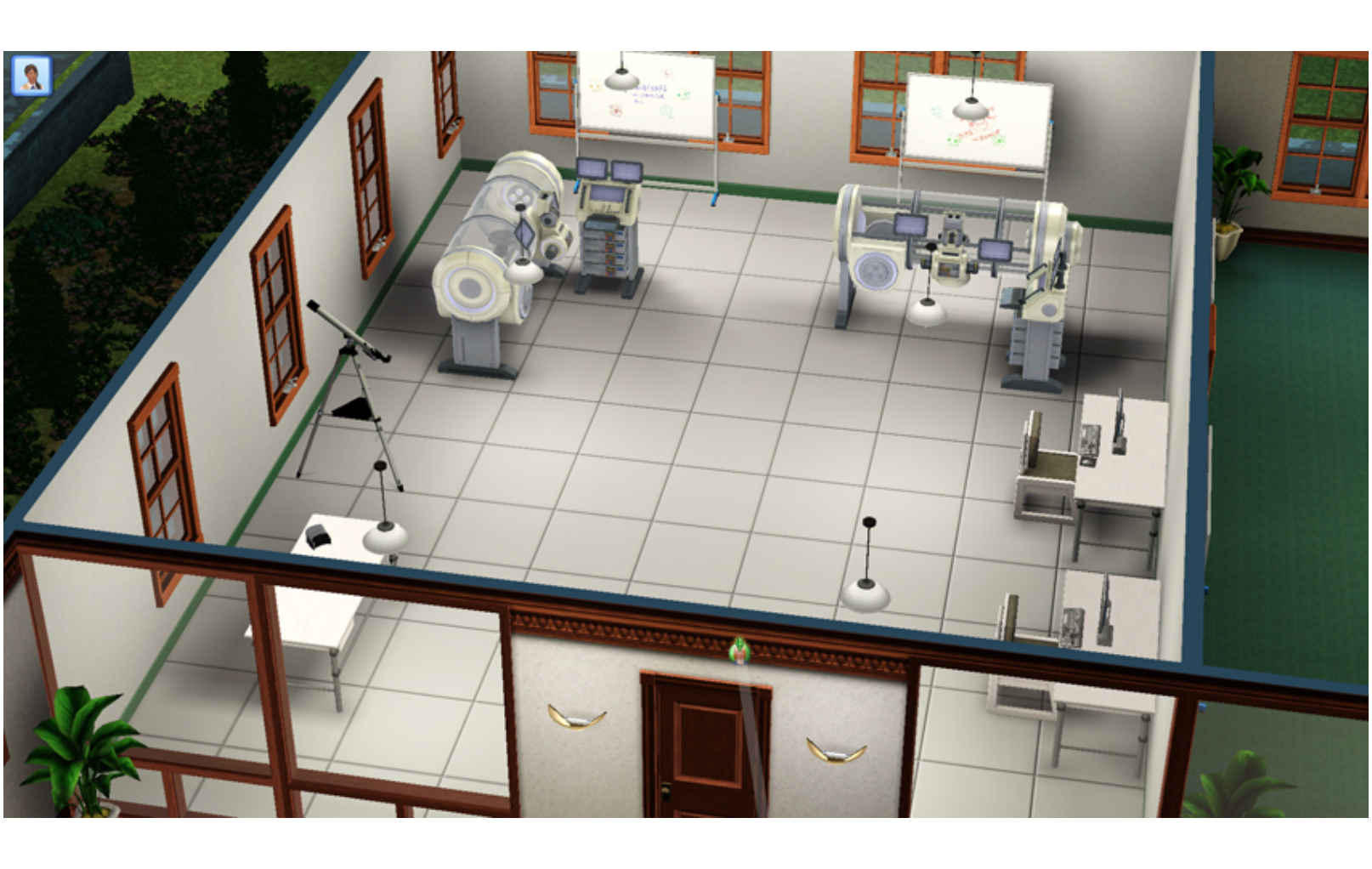
Located among the academic buildings on campus, the Student Union offers many different functions. Every student needs to visit this building at least once a week and those who want to succeed with good grades will stop in on a regular basis.

Primary Use

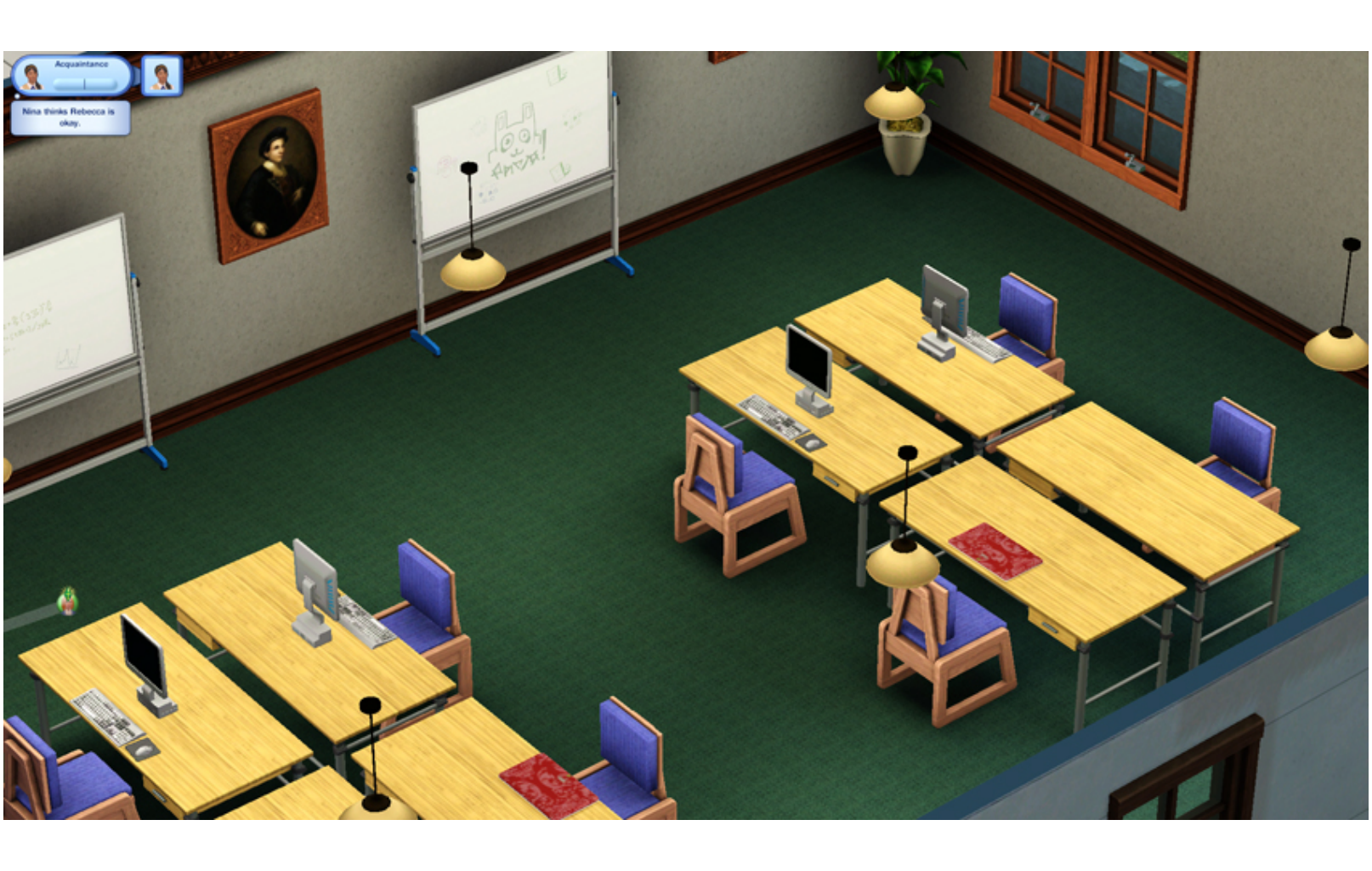


The lecture hall is located on the first floor of the Student Union. Each Sim working on a degree has one lecture on their schedule each week. The lecture hall is different than other classes because you can choose different socials during the lecture such as sleeping through the lecture, paying attention, taking notes, and asking questions. While a lecture is not taking place, you can use the podium to practice a speech or other speaking activities and the white boards for practicing your art skills or solving an equation depending on your major.

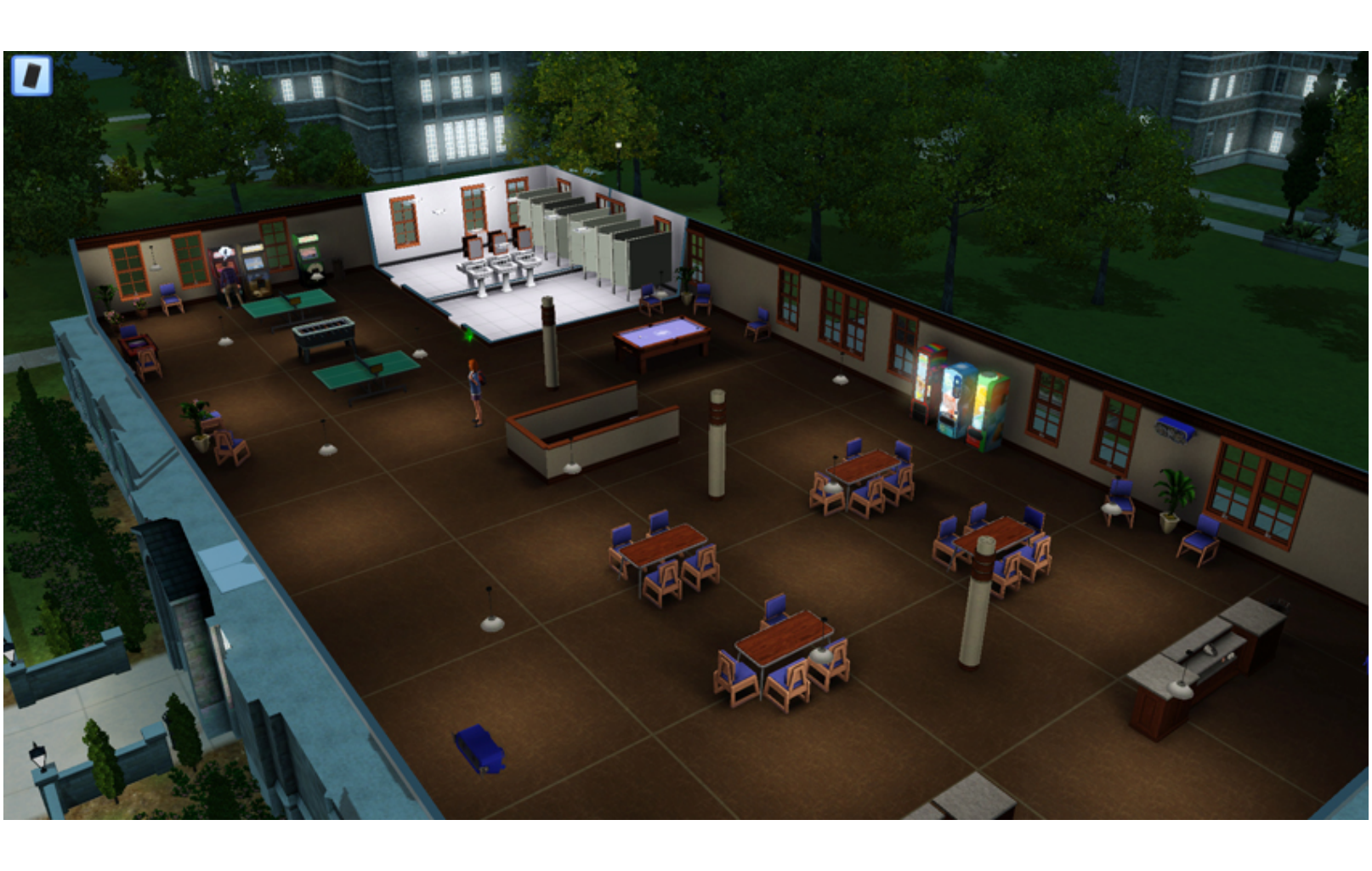
Additional Activities



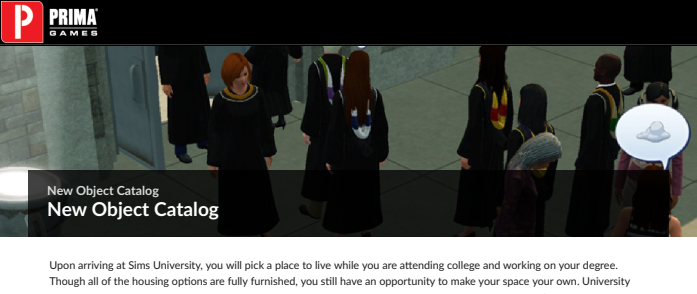
A science room is also located on the first floor. This room contains a couple Science Research Stations, Brain Enhancing Machines, computers, and white boards. While this is a great place for Sims working on their Science degree and Science skill, all Sims can use it for entertainment or studying.



The computer room is next door to the science room. The computers in here can be used for studying, chatting, playing video games, and all other actions available on computers.



Need some fun and socializing? Then head upstairs for some excitement. There is a small bar where you can make some fruit juice. You can also get soda or snacks from vending machines. After getting a snack, play video games or billiards. Plus, this room has two ping pong tables where you can play and work on your Ping Pong skill, which can help increase your Influence with the Jock social group—as does a game of juice pong.


New Object Catalog

New Object Catalog

Upon arriving at Sims University, you will pick a place to live while you are attending college and working on your degree. Though all of the housing options are fully furnished, you still have an opportunity to make your space your own. University Life includes many different objects—most of which have a college or young adult theme. Even if you don't have a lot of Simoleons, you can find inexpensive objects to customize your dwelling to make it more appealing, or you can upgrade items such as furniture to make your stay more enjoyable.

Several of the objects are needed to help you earn your degree. Others are necessary or helpful for working on the new skills included in this expansion such as the Social Groups Influence. Some items are provided to you as a result of a trait you picked, a college major you have signed up for, or as rewards as you advance in Influence within a social group.

In this chapter, we highlight the topline objects you can interact with that are new to University Life. Interactions are explained, as well as the potential results of these interactions. Some of these objects pull double-duty, existing not just here, but in previous chapters where they directly relate to new gameplay concepts and mechanics. For example, the science research station, useful for developing the Science skill, is also detailed in the "Science Skill" section of the New Careers and Skills chapter.

Depreciation

As soon as you buy an object and then exit Buy Mode, the object loses value. The immediate value hit is significant, but not devastating: 15 percent. With each additional day, the object loses more value: 10 percent per day. The value of an object finally bottoms out at 40 percent of its original value. So, if you bought the SimmerChar Dual-State Stove for 400, the object would lose 60 on the first day. The next day, it would lose another 40. If you sold the object back after two weeks of use, you would get 160 back.

However, not everything in this world goes down in value upon purchase. Some art actually increases in value.

New Objects & Interactions

If you have played The Sims games before, you know that most objects can be used (and abused) by Sims—in fact, that's usually the point of putting an object on your lot. It should serve a function. Some objects have no function beyond boosting a room's environmental score and giving Sims the Decorated or Nicely Decorated moodlets.

Other objects have interactions that provide learning or entertainment or satisfy a need. These objects and their interactions are detailed in this section of the object catalog. To see what interactions are available on an object, just left-click on it. A radial menu appears. Click on an interaction to add it to the action queue in the screen's upper-left corner.

So, while there are many new objects in University Life in the decoration or furniture categories, we'll drill down on all of the new objects that affect skill development, provide fun, or result in new activities. Many of these objects are also referenced elsewhere in this guide in chapters such as New Careers and Skills, Tour of Sims University, or even In Pursuit of Higher Education.

Hope and Love Kicky Bag

- Purchase Cost: 35
- Benefits:
- Fun: 5
- + Athletic
- Description: Kicky Bag is the ultimate community game; only cooperation and goofy antics will keep our society off the ground. Play with friends for the admiration (or scorn) of your peers.

When you need to increase your Fun need after a tough day of classes, take out a Kicky Bag and kick it around. This object also helps you increase your Influence with the Jock social group while improving your Athletic skill at the same time. You can get one of these free from the table at the Meet and Greet at the start of the term.

This object has two interactions:

- Play Kicky Bag: Kick around the bag wherever you are. This is a great activity to do in the two hours you have between classes.
- Play Kicky Bag with Another Sim: Not only do you have fun, you can also improve your relationship with another Sim just by playing.

Spinnin' and Winnin' Flying Disc

- Purchase Cost: 45
- Benefits:
- Fun: 6
- + Athletic
- Description: Baseballs and footballs are tools of The Man, man. Subvert existing power structures by playing catch with a gnarly friend. Made from organic Amazonian plastic.

This object can only be used with another Sim. This makes it a great activity for improving your relationship with another Sim. Throwing the flying disc can improve your Influence with the Jocks social group. Play with a Jock to increase your Influence even more. You can get one of these free from the table at the Meet and Greet at the start of the term. Because it takes some space to play catch, you usually need to go to a park to play with another Sim.

This object has one interaction:

- Play Catch with Another Sim: Not only do you have fun, you can also improve your relationship with another Sim just by playing.

Bend it Like Bananas Soccer Ball

- Purchase Cost: 75
- Benefits:
- Fun: 5
- + Athletic
- Description: Enjoy the world's most popular game with friends and family. With grinding hours of practice, a talented athlete might match the skills of the legendary Tommy Wobber: Soccerball Wizard.

The soccer ball is a great way to improve your Athletic skill while also having fun. You can play with it by yourself or with another Sim.

This object has two interactions:

- Play Soccer: Practice your soccer juggling skills with the soccer ball anywhere, anytime.
- Play Soccer with Another Sim: Kick the ball back and forth with another Sim to improve your relationship with that Sim.

Plink Plonk Tennis Table

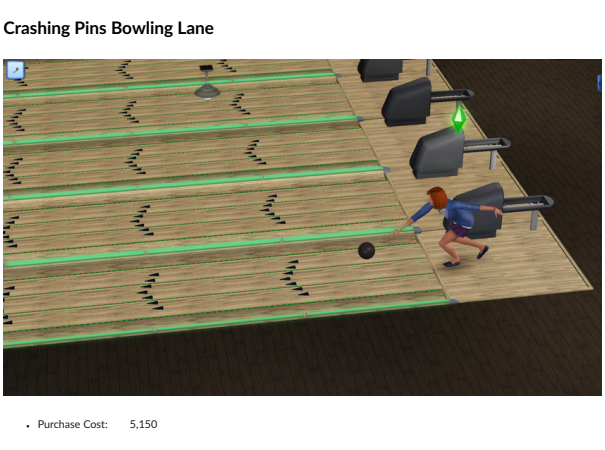
- Purchase Cost: 495
- Benefits:
- Fun: 9
- + Group Activity
- Description: This table is an altar of competition, awarding bragging rights and inspiring trash talk. Sharpen your skills at The Gentleman's Miniature Sport or line up for casual party games.

You can play two different games on the ping pong table. Ping pong has its own hidden skill. The more you play, the better you get. Juice pong is more of a social game.

This object has two interactions:

- Play Ping Pong with Another Sim: It takes two to play ping pong. Build your Ping Pong skill while improving a relationship.
- Play Juice Pong with Another Sim: This improves your Influence with the Jocks, improves relationships with other Sims, and gives you a Juiced moodlet.

Crashing Pins Bowling Lane



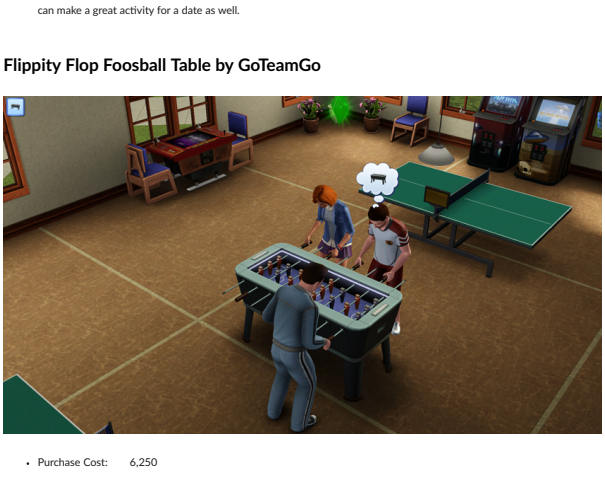
- Purchase Cost: 5,150
- Benefits:
- Fun: 9
- + Group Activity
- Description: Fill your life with excitement: clattering pins, the rumble of balls cruising down the hardwood. Play with friends or furiously hone your own skills for a guaranteed good time.

Jocks like to bowl, so if you are working on Influence with that social group, take some time to bowl. Because the bowling lane is expensive and takes up a lot of space, you probably won't buy one while attending Sims University. However, once you are home, build a basement at your home just for a bowling lane of your own. While at Sims University, stop by the B's Bowlarama where you can bowl for free.

This object has two interactions:

- Bowl: Roll a hard, heavy ball at 10 pins and try to knock them all down. Bowling builds up the Bowling skill.
- Bowl with Another Sim: Have fun, work on your Bowling skill, and improve your relationship with another Sim. Bowling can make a great activity for a date as well.

Flippity Flop Foosball Table by GoTeamGo



- Purchase Cost: 6,250
- Benefits:
- Fun: 9
- Group Activity
- Description: Line up across from your best friend or worst enemy for the ultimate test of worth: foosball. No matter where the ball goes, just keep spinning. Everything will work out.

This is an expensive object. However, if you want to play, you don't need to buy one. Just go to the Student Union and play the foosball table on the second floor. You can usually find someone around to play with as well.

This object has two interactions:

- Play Foosball: Have some fun and play a game of foosball by yourself.
- Play Foosball with Another Sim: You can have up to three other Sims playing foosball with you. This provides both fun and socializing.

University Welcome Kit

- Purchase Cost: 20
- Benefits:
- Portable
- Description: This handy little kit is a great introduction to the world of University! Whether you're currently enrolled in University or just planning for the day, display your school spirit proudly.

You can purchase the University Welcome Kit or wait for the llama mascot to deliver it to your home. It has goodies as well as an aptitude test that you must take before enrolling at Sims University. Be sure to add it to your inventory and take it with you to college.

This object has two interactions:

- Get University Freebies: This basket of goodies has a University banner and a University shirt that you can wear with pride.
- Take Sims University Aptitude Test: Take this test if you want to attend Sims University. After you take it, you receive the results. Depending on your traits and other attributes, you can earn six credits in one or more of the degrees offered. If you score high enough, you can even receive a scholarship to help pay for tuition.

Internal Reflections Sketchbook

- Purchase Cost: 30
- Benefits:
- + Painting
- Portable
- Description: Want a future in art or design? Well then, you'd better carry a sketchbook! Ideas are fast and fleeting; record every moment of inspiration right in the moment. University Fine Arts majors tote this visual journal to render big gains to academic performance.

You are given this object for free when you enroll in a Fine Arts major. In fact, you use it during your activity class once a week. While you have it, you can also sketch other Sims—either clothed or in the nude.

This object has three interactions:

- Practice Sketching: Take our your sketchbook and begin sketching whenever you are. This improves your Painting skill.
- Ask to Sketch: While you are socializing with another Sim, ask to sketch them. This not only increases your Painting skill, but also improves your relationship with the Sim and provides Social needs.
- Ask to Sketch Nude: You should know the person before you ask them to pose nude for you. Otherwise this request could have a negative affect on your relationship with that Sim.

Banky's Street Art Kit

- Purchase Cost: 40
- Benefits:
- Fun: 1
- Portable
- Description: Fill your neighborhood with Truth! World-famous street artist Banky Muz'dib has personally approved this subversive collection of high-end spray paints. Let your canvas be, like, the whole world, man.

You are given this object for free if you have the Avant Garde trait or when you reach level 2 Influence for the Rebel social group. As you improve your Street Art skill, you can paint more types of art and larger, more detailed pieces.

This object has three interactions:

- Tag Wall: Select a blank wall space and leave your mark. The higher your Street Art skill, the better the tag.
- Ground Mural: Paint a mural on a sidewalk or other paved flat spot. The more advanced your skill level, the larger and more detailed your murals can be.
- Wall Mural: As you move up in your Street Art skill, you can begin painting wall murals. By the time you reach level 10, your murals will literally be works of art.

"Me Too!" Megaphone

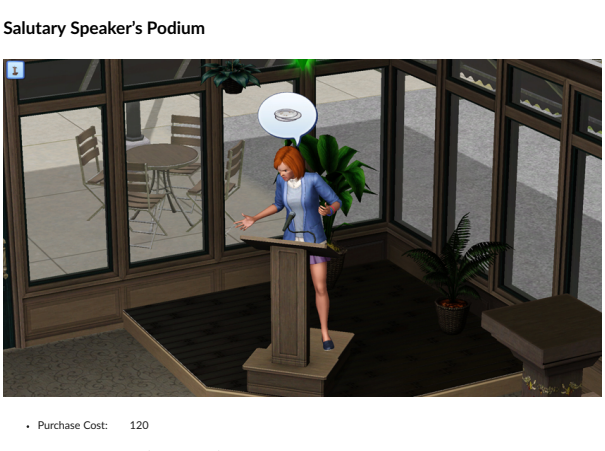
- Purchase Cost: 55
- Benefits:
- Portable
- Description: Sometimes the cries of the brave Sims go unheard. Maybe society is against them, or maybe they're just not shouting loud enough? Inspire crowds and wake up others with this megaphone.

You are given this object for free when you reach level 2 Influence for the Rebel social group. It lets you do several actions and socials louder than normal.

This object has five interactions:

- Announce Protest: Have you decided to have a protest? Let everyone know about it and where it will be.
- Proclaim Love for a Sim: Are you finding yourself attracted to someone? Instead of standing outside their home with a boombox, use the megaphone to let that Sim—and everyone else in town—know how you feel about them.
- Rant about a Topic: This interaction comes complete with a soapbox. Find an open spot and then let everyone know your opinion on a wide range of topics. This gives you more Influence with the Rebels.
- Loud Greeting: Worried that other Sims might not notice you? Use the megaphone to get their attention and start a conversation.
- Wake Up: Your roommate should be getting up and heading off to class. Wake them up with the megaphone—they will eventually appreciate it. Maybe not right away, though.

Salutary Speaker's Podium



- Purchase Cost: 120
- Description: Somebody's talking! Who's talking? It could be anyone. If only they were standing on something! Avert confusion and elevate your ideas above the crowd with this sturdy, microphone-equipped podium.

While you can purchase one for home use, in most cases you will use one already at a location. The Student Union has one in the lecture hall and another podium is at the Roasted Toasted Beans Coffee Shop.

This object has four interactions:

- Practice Speech: This action can increase your Charisma skill. Practice makes perfect.
- Announce a Protest: Not only do you announce a protest, this interaction also allows you to pick the time, location, type of protest, and the topic you want to protest.
- Give a Lecture: Here is your chance to share your knowledge. Select from a variety of topics and give a lecture.
- Say What's Wrong with the World: Share your opinion with those in the area who are listening. As you do this, you build cred with the Rebels and increase your Influence with this social group.

Instant Inspiration Whiteboard

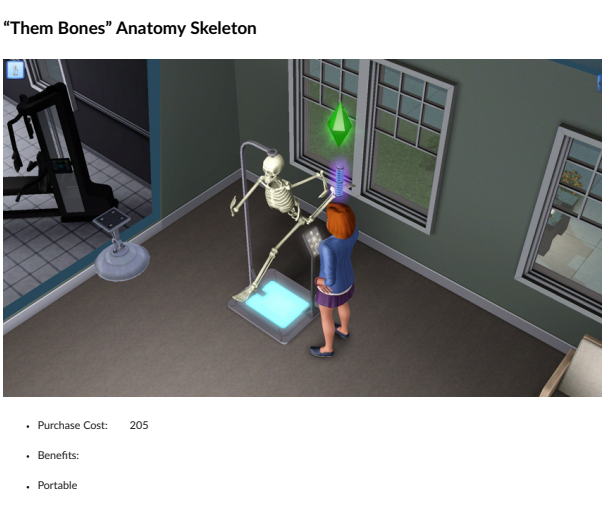
- Purchase Cost: 135
- Description: How did our ancestors survive in a world full of non-writing surfaces? Notes, game plans, and scientific proofs appear on the whiteboard, only to disappear with an eraser swipe!

There are four whiteboards in the Student Union, two in the lecture hall and two in the science room. Use these if you don't want to have to buy a whiteboard of your own. If you want to use one, erase it and then do your own work. The interactions available depend on your Sim's traits and Social Group Influence.

This object has nine different interactions:

- Make a Chart: Draw a chart on the board and increase your Influence with the Jocks.
- Create Concept Art: This is available if your Sim has the Avant Garde trait.
- Draw a Diagram: Bookworms can draw a diagram on the whiteboard.
- Design a Sporty Play: This option is available if you have some Influence with the Jocks and it will increase your Influence as well.
- Outline an Idea: Draw this on the whiteboard and increase your Influence with the Rebels.
- Solve Equation: Computer Whiz Sims can solve equations on whiteboards.
- Give Presentation: Once something is on the whiteboard, you can then give a presentation to build up your Charisma skill.
- Give Presentation to a Sim: Target specific Sims for your presentation.
- Erase: If there is already something on the whiteboard, you must first erase it before you can draw your own content.

"Them Bones" Anatomy Skeleton



- Purchase Cost: 205
- Benefits:
- Portable
- Description: There are many ways to teach anatomy, but nothing beats hands-on experience! This actual Sim skeleton is connected to a high-tech touchpad, allowing remote manipulation of most joints and components.

You are given this object for free when you enroll in the Physical Education major or the Science and Medicine major. Use it to study and increase your academic progress in these two majors and improve your Science skill.

This object has two interactions:

- Bone Up on Anatomy: Your Sim studies the skeleton and works on improving the Science skill.
- Ground Mural: By using the touchpad, your Sim can make the skeleton move for studying kinesthetics of the human body—and get some advancement in the Science skill as well.

Workforce Warrior Business Planner

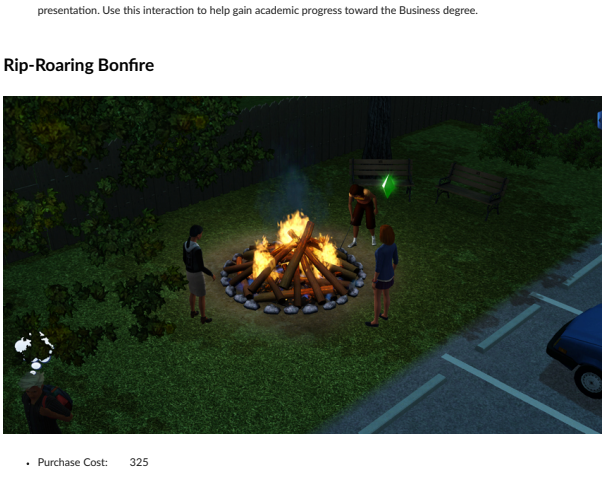
- Purchase Cost: 225
- Benefits:
- Portable
- Description: With the cutting edge of modern nanotechnology, the Workforce Warrior expands into anything your bottom line desires. It's a briefcase, desk, and projector wrapped up in one sleek article.

University Business majors tote this around so they can seize every opportunity to maximize their academic performance. They are issued a free Workforce Warrior Business Planner when they enroll in the Business major.

This object has two interactions:

- Work on Business Plan: Convert your business planner into a desk and get to work. This helps you improve your grades for the Business major.
- Give Business Presentation: Your business planner converts into a desk complete with a screen for giving a presentation. Use this interaction to help gain academic progress toward the Business degree.

Rip-Roaring Bonfire



- Purchase Cost: 325
- Benefits:
- Fun: 4
- Hunger: 2
- Environment: 3
- Group Activity
- Portable
- Description: A summer evening classic, this bonfire is the perfect social catalyst. When carefully maintained, it'll keep your Sims extra toasty warm and well entertained. Enjoy a bonfire tonight!

Many locations already have a bonfire pit, such as the fraternity, the sorority, and several parks. Therefore, you do not need to purchase one. Hosting a bonfire party, or even attending one will increase your Influence with the Jocks.

This object has seven interactions:

- Light Bonfire: To get the party started, walk over to the bonfire pit and light it.
- Add Wood: Build up the bonfire and increase your Jock Social Group Influence.
- Poke Bonfire: Move the embers around to keep the fire roaring so it does not die down—and the party with it. This also gives you Influence with the Jocks.
- Watch Bonfire: Stand back and enjoy the bonfire to get some more Jock Influence.
- Spice It Up: Add herbs or seeds to the bonfire. As they burn, they will provide a moodlet caused by that particular herb for all Sims near the bonfire. This increases your Influence with the Rebel Social Group.
- Throw Test Tube: Increase your Influence with the Nerds by tossing a test tube into the bonfire and watching the effects of high temperatures on chemicals.
- Put Out Bonfire: When the party is over, be sure to put out the bonfire until the next party.

Slouch and Deliver Easel by Secret Bohemia

- Purchase Cost: 325
- Benefits:
- Fun: 2
- + Painting
- Description: Like cutting a peach in half, painting exposes the soul's darkest pit. The Slouch and Deliver easel supports any art project, from pastoral landscapes to portraits beyond imagination.

Several dorm rooms contain this easel. If you are a Fine Arts student, try to select that room so you have access to the easel to work on your Painting skill.

This object has only one interaction:

- Practice Painting: Once you decide to practice painting, you can choose to do a small, medium, or large work of art. This can be a good idea if you want to build up your grade for the Fine Arts degree.

Glug! Glug! Glug! Juice Keg

- Purchase Cost: 385
- Benefits:
- + Hunger
- Description: The bigger the party, the bigger the thirst. Hard-partying Sims impress their peers with the legendary Keg Stand: the perfect union of good fun and bad decisions.

If you want to host a Juice Kegger party, then you need to purchase a juice keg. Every Jock should have a juice keg, and hosting parties with it gets you in tight with other Jocks.

This object has two interactions:

- Pour Juice: While at a party, pour yourself a cup of juice to enjoy. This will give your Sim the Juiced moodlet as well as more Influence with the Jocks social group.
- Keg Stand: You need to select another Sim on the lot to do this interaction. It gets you lots of Influence with the Jocks social group and also provides the Juiced moodlet.

Frequency Fun Mobile Radio Station

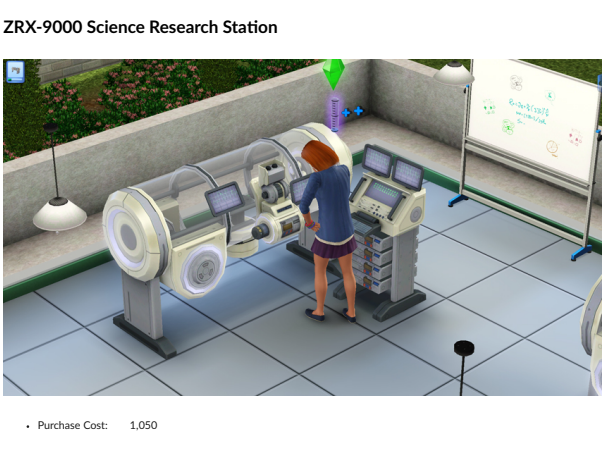
- Purchase Cost: 525
- Benefits:
- Fun: 4
- Portable
- Description: This portable broadcasting hub is a must-have for any Sim aspiring to broadcasting. Don't let The Man dominate the airwaves; share your musical tastes with the world.

University Communication majors receive a free mobile radio station when they enroll in the Communication degree program. Pull this out regularly to increase your academic progress toward a Communications degree.

This object has four interactions:

- Align Radio Dishes: Adjust your antennas so that your broadcast can reach the maximum number of people. This is a good thing to do before you begin broadcasting.
- Conduct Interview: If there is another Sim near you, you can choose to interview that Sim on the radio. This increases your Charisma skill.
- Report Campus Events: Provide a commentary on what is going on at Sims University and you will increase your Charisma skill.
- Run Advertisements: Ads are the way to earn some money for your broadcasts. Although you can choose this interaction at any time, you won't make any Simoleons unless you've been broadcasting with the other interactions. Therefore, do several of the other three interactions first, so you can get people to pay to advertise on your shows.

ZRX-9000 Science Research Station



- Purchase Cost: 1,050
- Description: For the first time in history, every major scientific tool is in a single device. Conducts research, fabricates samples, and builds robots. Darker experiments might even be possible.

Using the science research station not only increases your Science skill, it also improves your Influence with the Nerd social group.

This object has seven interactions:

- Research Science: This not only works on your Science skill, but also provides academic progress toward a Science and Medicine degree.
- Gene Splicing Experiment: This requires a seed. If it is successful, you can create a different type of seed.
- Horticulture Experiment: Place a plant or plant product into the machine to improve the quality of the plant.
- Radiation Experiment: You must have an insect to place into the machine. Expose it to radiation and see how it fares.
- Herb Experiment: If you have an herb, place it into the research station to try to improve its quality.
- Research Samples: You can add to the knowledge of science by testing various samples.
- Clone from Sample: Master the Science skill and then you can make clones from the samples you have collected.

Cerebralizing Brain Enhancing Machine 1.0

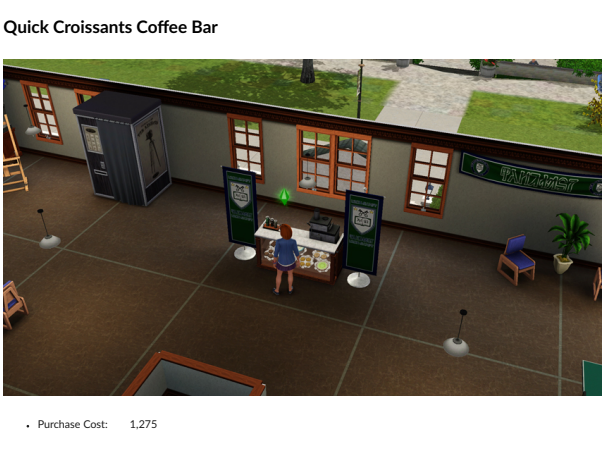
- Purchase Cost: 1,200
- Benefits:
- Portable
- Description: There's no way a bad haircut is getting in the way of real genius! This brain-enhancing machine is an amateur model, but the accidental electrocutions are worth the IQ boost.

Using the machine to conduct brain studies and testing also enhances this academic progress of University Technology majors, who get one of these objects free when they enroll in the Technology degree program. The interactions help you increase Influence with the Nerds social group.

This object has three interactions:

- Brain Enhancement: Use this to teach yourself a new skill. Sit down in the machine and pick a skill you would like to learn.
- Study Brain: Sit down and study your brain to learn more about it.
- Find a Test Subject: Now find a nearby Sim to sit down in the machine so you can study his or her brain.

Quick Croissants Coffee Bar



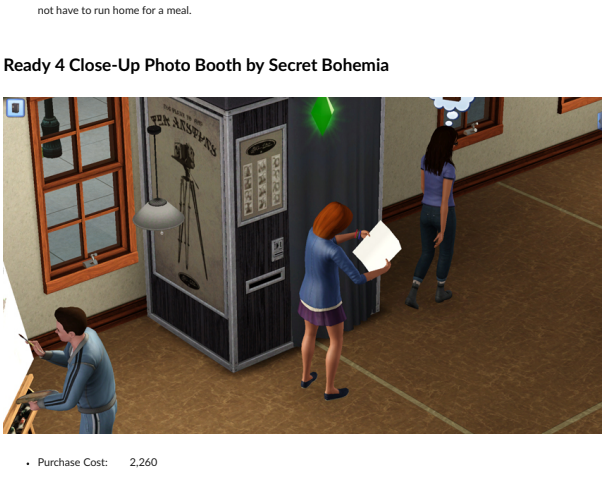
- Purchase Cost: 1,275
- Benefits:
- Fun: 1
- Description: Take a study break to swing by the local coffee bar! Meet up with friends, order a drink, or nibble on a snack and let the procrastination begin.

These coffee bars are located in several places around the campus. They are great for a quick pick-me-up to satisfy the Hunger need or to gain the moodlet effects from the beverages they offer.

This object has two interactions:

- Buy Drink: Need some energy or other effect from a beverage? The coffee bar can fix you up with four categories of drinks: Organic Brews, Energy Drinks, Herbal Teas, or Hot Beverages. Some of these drinks can increase your Influence with the Rebel social group.
- Buy Snack: Pick up a baked good or other yummy snack to quickly satisfy your hunger pains so you can keep going and not have to run home for a meal.

Ready 4 Close-Up Photo Booth by Secret Bohemia



- Purchase Cost: 2,260
- Benefits:
- Fun: 3
- Description: Secret Bohemia presents the first coin-operated photo booth to include a simulated 1930s camera. Unlike a real 1930s camera, prints are delivered instantly and in living color. Now that's progress.

Several locations in Sims University contain this photo booth. Get a photo that is suitable for placing on the wall of your home.

This object has three interactions:

- Take Photo: Select from a normal or silly photo of yourself.
- Take Normal Photos with a Sim: Select a nearby Sim and invite them to take a photo with you inside the photo booth.
- Take Silly Photos with a Sim: Once you choose a Sim with whom you would like take a photo and create some funny memories, take silly photos with them.

King of the Lounge Pool Table by Weighty Concepts

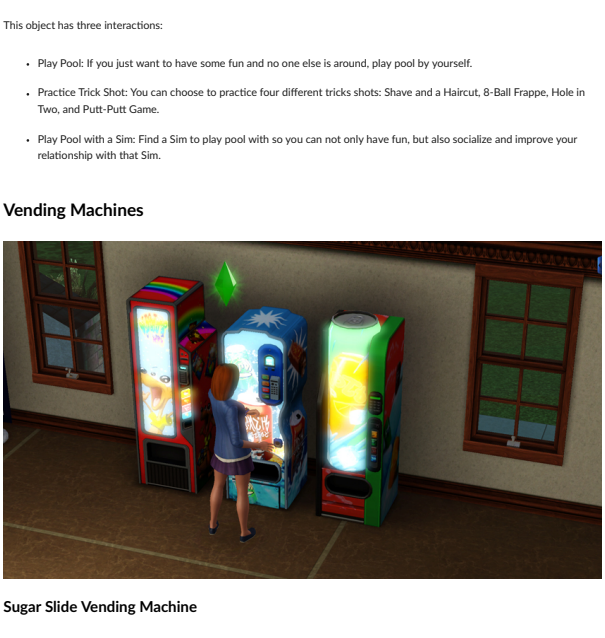
- Purchase Cost: 5,150
- Benefits:
- Fun: 9
- Group Activity
- Description: A heavy, solid, regulation-sized pool table to decorate a dorm lounge or finish off a home game room. Face off across the felt: two Sims enter, one Sim leaves!

This pool table is available in several different places around Sims University including several of the dorms. Playing pool is a quick way to satisfy your Fun need.

This object has three interactions:

- Play Pool: If you just want to have some fun and no one else is around, play pool by yourself.
- Practice Trick Shot: You can choose to practice four different tricks shots: Shave and a Haircut, 8-Ball Frappe, Hole in Two, and Putt-Putt Game.
- Play Pool with a Sim: Find a Sim to play pool with so you can not only have fun, but also socialize and improve your relationship with that Sim.

Vending Machines



Sugar Slide Vending Machine

- Purchase Cost: 1,850
- Benefits:
- Hunger: 8
- Description: This vending machine is like heaven for the sweetest of sweet tooth: all the candy you can eat! No matter the contours of your sweet tooth, the Sugar Slide will satisfy.

Fizzy Festival Vending Machine

- Purchase Cost: 2,000
- Benefits:
- Hunger: 9
- Description: It's the end of a long day with a long night ahead. Nothing picks up flagging Sims like a quick fizzy drink. Nothing delivers that drink like the Fizzy Festival!

Choosy Choices Vending Machine

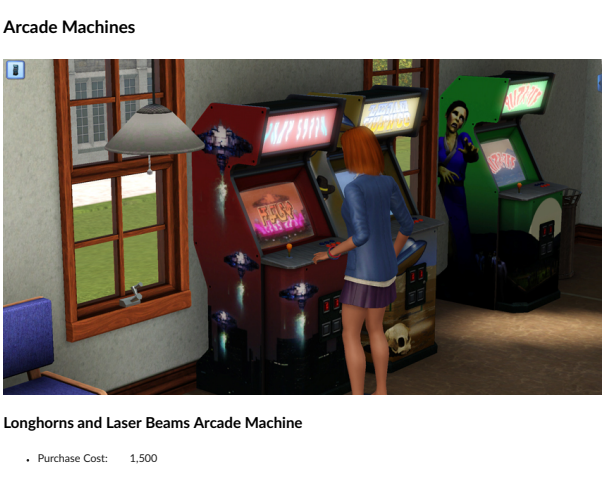
- Purchase Cost: 2,250
- Benefits:
- Hunger: 10
- Description: Vending machines don't offer enough choice: one's got candy, the other's got soda. What Sims really want are candy AND soda, packaged together in one convenient machine!

Three different vending machines sell candy, soda, or both. While they all function the same way, they differ in what they offer the customer.

Each vending machine has four interactions:

- Buy Soda (5): Pay your money and get a soda to drink. The nice thing about canned soda is that you can put it into your inventory and drink it later.
- Buy Candy (5): While it's not the best food you can buy, you can carry the candy with you until later and eat it to tide you over until you can have a meal.
- Shake Machine: Why pay money to get candy or soda when you can shake the machine until something falls out on its own.
- Slam Machine: If shaking the machine does not work, try slamming it to get some free candy or soda.

Arcade Machines



Longhorns and Laser Beams Arcade Machine

- Purchase Cost: 1,500
- Benefits:
- Fun: 7
- Description: When Sam "Straight-Teeth" Jordan's cattle herd is kidnapped for alien experiments, he embarks on an epic quest to rescue his livelihood and bring frontier justice to the green fiends.

Night of the Shambling Shades IV Arcade Machine

- Purchase Cost: 1,500
- Benefits:
- Fun: 7
- Description: After three nights of zombie-slaying mayhem, Matt Ragewire may have found the key to victory. But to use it, he'll have to side-scroll his way through an undead wasteland.

Fire in the Skies Arcade Machine

- Purchase Cost: 1,500
- Benefits:
- Fun: 7
- Description: John Badguy was a common street thug. But when flying saucers descend on his city and throw it into chaos, only John has what it takes to save humanity.

Arthropods Arcade Table

- Purchase Cost: 1,400
- Benefits:
- Fun: 7
- Description: Your parents' classic table game is back! Protect yourself with lasers from pixels being lobbed toward you. Every 10,000 points grants an extra life. You will never get 10,000 points.

There are several different arcade machines, but they all function the same. Find them in the Student Union and at several other locations around Sims University.

Arcade machines have one interaction:

- Play Arcade Machine (5): For a few Simoleons, you not only get to have some fun, but you also increase your Influence with the Nerd social group.

Object Catalog

The objects in this catalog are listed with prices, important depreciation values, and any effect the object may have on your Sim as well as the environmental rating of a room.

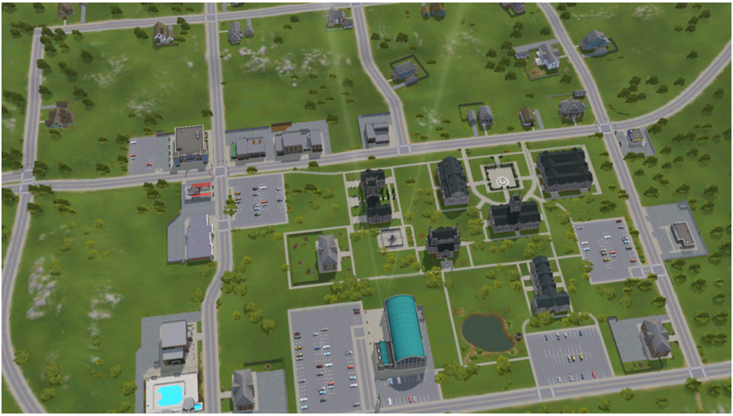
Caution

Remember the rules of depreciation when purchasing these objects in Buy Mode. As soon as you click out of Buy Mode, the object you purchased begins depreciating. Each day, the object depreciates 10 percent. The bottom out value is 40 percent of the original price. The value of any object can never drop below 40 percent unless the object is broken or ruined.

Object Name	Type	Price	Daily Depreciation	Total Depreciation	Energy	Stress Relief	Hygiene	Bladder	Hunger	Fun
Rumbly Tumbly Washing Machine by Standard Issue	Appliances	295	30	118						
Marne Mini-Fridge	Appliances	325	33	130					5	
Rolling Thunder Industrial Dryer	Appliances	350	35	140						
Sugar Slide Vending Machine	Appliances	1850	185	740					8	
Fizzy Festival Vending Machine	Appliances	2000	200	800					9	
Choosy Choices Vending Machine	Appliances	2250	225	900					10	
Quick Croissants Coffee Bar	Bars	1275	128	510						1
Scholarly Slumber Single Bed by Standard Issue	Beds	545	55	218	4	3				
The Big Sleep Murphy Bed	Beds	875	88	350	4	3				
Scholarly Slumber Double Bed by Standard Issue	Beds	975	98	390	5	3				
Stacked and Racked Bunk Beds by Optimal Design	Beds	1300	130	520	4	3				
All Jacked Up Bunk Bed by Optimal Design	Beds	1300	130	520	4	3				
Well Used Paintbrushes by Secret Bohemia	Clutter	10	1	4						
The Manu Crate by Sanjiten	Clutter	10	1	4						
Skip the Mess by Secret Bohemia	Clutter	25	3	10						
Mixed Memories by Conflicted Publishing	Clutter	25	3	10						
Tools of the Trade Makeup Kit by Gal Pals	Clutter	75	8	30						
Fight Song Flag	Decorations	5	1	2						
Pelts on the Wall Pennants by GoTeamGo	Decorations	15	2	6						
Brush Banner by GoTeamGo	Decorations	15	2	6						
Paint and Stencils by Secret Bohemia	Decorations	15	2	6						
University Welcome Kit	Decorations	20	2	8						
Hang 'Em High Ceiling Pennants by GoTeamGo	Decorations	20	2	8						
Those Old Things by Secret Bohemia	Decorations	20	2	8						
Everything in Moderation Wall Sculpture by Stinky 'n' Stuppy	Decorations	20	2	8						
Drying on the Line Wall Sculpture by Secret Bohemia	Decorations	25	3	10						
We Ain't Gonna Take It Protest Signs	Decorations	25	3	10						
RoboMechaTron Action Figure by Sanjiten	Decorations	25	3	10						
Tile for the Pile Wall Sculpture by GoTeamGo	Decorations	30	3	12						
Wall Sculpture by Optimal Construction	Decorations	35	4	14						
Chest of Champions by GoTeamGo	Decorations	40	4	16						
Disposable Heroes Floor Cutout by Standard Issue	Decorations	45	5	18						
Barber's Shop Wall Awning	Decorations	50	5	20						
Barber's Shop Wall Awning End	Decorations	50	5	20						
Barber's Shop Wall Awning End	Decorations	50	5	20						
Barber's Shop Wall Awning Corner	Decorations	50	5	20						
Pipes and Plywood Natural Shelving by Clap 'n' Board	Decorations	50	5	20						
"Viva the Revolution" Wall Flag by GloboCon Textiles LLC	Decorations	55	6	22						
Little Lanterns Wall Sculpture by Wells Lighting	Decorations	60	6	24						
Where's Your Crew? Wall Sculpture by Annals of Power	Decorations	60	6	24						
One Shelf Fits All Wall Shelving by Standard Issue	Decorations	65	7	26						
"Amish Clover" Welcoming Stand	Decorations	65	7	26						
"We Did This" Wall Plaques by Standard Issue	Decorations	70	7	28						
The Altar of Progress by Secret Bohemia	Decorations	75	8	30						
The Perfect Sim by Standard Issue	Decorations	75	8	30						
Tacky Memories Bulletin Board by Gal Pals	Decorations	75	8	30						
The Fruits of Victory by GoTeamGo	Decorations	80	8	32						
In Yo' Face Wall Sign by GoTeamGo	Decorations	80	8	32						
Work in Progress by Optimal Construction	Decorations	90	9	36						
Raging Retinas Wall Sign by Wells Lighting	Decorations	95	10	38						
All the Best Things Wall Sculpture by Gal Pals	Decorations	95	10	38						
Teasing Triangles Wall Sign by Wells Lighting	Decorations	105	11	42						
Projecting Strength by Annals of Power	Decorations	105	11	42						
Field Surgery by Standard Issue	Decorations	115	12	46						
Hypnotic Horns Wall Sign by Annals of Power	Decorations	125	13	50						
Chandrasekhar Particle Accelerator by Optimal Construction	Decorations	125	13	50						
"The Eye of Commerce" Sign	Decorations	125	13	50						
Pump You Up Sign	Decorations	125	13	50						
Limited Latitude Wall Sign by Sanjiten	Decorations	140	14	56						
Enlightenment or Bust! By Weighty Concepts	Decorations	140	14	56						
Cubist Crating Wall Shelf by Standard Issue	Decorations	150	15	60						
Eye See You Sign	Decorations	160	16	64						
Syllabus Wall Shelf by Standard Issue	Decorations	165	17	66						
"A Meteor the Sun Exhaled" Sign	Decorations	175	18	70						
Show It If You Got It Display Case by Optimal Construction	Decorations	195	20	78						
Boreal Beverage Wall Sign by Wells Lighting	Decorations	225	23	90						
Pop These Eyeballs Wall Sign by Optimal Construction	Decorations	225	23	90						
Narcissa Wall Mirror by Gal Pals	Decorations	280	28	112						1
B's Bowlarama Sign	Decorations	365	37	146						
Into the Future	Decorations	10000	1000	4000						
Literati Inspirational Statue	Decorations	15000	1500	6000						
Magnificent Mercantile Door by Clap 'n' Board	Door	105	11	42						
Archa Omega Archway by Elegance Asserted	Door	310	31	124						
Alpha Omega Door by Elegance Asserted	Door	325	33	130						
Pristine Pastures Door by Standard Issue	Door	325	33	130						
Fiery Fandom Wall Clock by GoTeamGo	Electronics	65	7	26						
Wumpbox Stereo by Optimal Construction	Electronics	215	22	86						4
Only Trust Vinyl Stereo by Secret Bohemia	Electronics	480	48	192						4
Mastodon Television by Standard Issue	Electronics	550	55	220						4
Arthropods Arcade Table	Electronics	1400	140	560						7
Longhorns and Laser Beams Arcade Machine	Electronics	1500	150	600						7
Night of the Shambling Shades IV Arcade Machine	Electronics	1500	150	600						7
Fire in the Skies Arcade Machine	Electronics	1500	150	600						7
Bodkin Laptop Computer by PeachySoft	Electronics	1800	180	720						7
MyPuter by PeachySoft Systems	Electronics	2250	225	900						7
Rip-Roaring Bonfire	Environment	325	33	130					2	4
University Campus Lamp	Environment	335	34	134						
Internal Reflections Sketchbook	Hobbies/Skills	30	3	12						
Banky's Street Art Kit	Hobbies/Skills	40	4	16						1
"Me Too!" Megaphone	Hobbies/Skills	55	6	22						
Salutary Speakers' Podium	Hobbies/Skills	120	12	48						
Instant Inspiration Whiteboard	Hobbies/Skills	135	14	54						
"Them Bones" Anatomy Skeleton	Hobbies/Skills	205	21	82						
Workforce Warrior Business Planner	Hobbies/Skills	225	23	90						
Slouch and Deliver Easel by Secret Bohemia	Hobbies/Skills	325	33	130						2
Plink Plonk Tennis Table	Hobbies/Skills	495	50	198						9
Frequency Fun Mobile Radio Station	Hobbies/Skills	525	53	210						4
ZRX-9000 Science Research Station	Hobbies/Skills	1050	105	420						
Crashing Pins Bowling Lane	Hobbies/Skills	5150	515	2060						9
King of the Lounge Pool Table by Weighty Concepts	Hobbies/Skills	5150	515	2060						9
Flippity Flop Foosball Table by GoTeamGo	Hobbies/Skills	6250	625	2500						9
Bright Blinky Wall Lamp by Wells Lighting	Lighting	10	1	4						
Bolt Ceiling Lamp by TrackStar	Lighting	45	5	18						
Mini-Nozzle Table Lamp by Wells Lighting	Lighting	65	7	26						
Darn Wright Table Lamp by Standard Issue	Lighting	70	7	28						
Quacklit Lamp	Lighting	75	8	30						
Blaze of Glory Table Lamp by GoTeamGo	Lighting	105	11	42						
"The Flood" by Secret Bohemia	Lighting	145	15	58						
Tripod Ceiling Lamp by Wells Lighting	Lighting	145	15	58						
Buttercups Wall Lamp by Elegance Asserted	Lighting	275	28	110						
Sowerberry Floor Lamp by Elegance Asserted	Lighting	310	31	124						
The Nozzle Floor Lamp by Wells Lighting	Lighting	415	42	166						
Roentgen Register	Miscellaneous	-	-	-						
Halfback Hamper by GoTeamGo	Miscellaneous	25	3	10						
Stackable Sanitation Trash Can by Standard Issue	Miscellaneous	30	3	12						
Toting Totem Backpack	Miscellaneous	65	7	26						
Glug! Glug! Glug! Juice Keg	Miscellaneous	385	39	154					1	
Cerebralizing Brain Enhancing Machine 1.0	Miscellaneous	1200	120	480						
Ready 4 Close-Up Photo Booth by Secret Bohemia	Miscellaneous	2260	226	904						3
Cerebralizing Brain Enhancing Machine 2.0	Miscellaneous	6500	650	2600						
"Hello, Friendship Explosion!" Wall Poster by Sanjiten	Painting	15	2	6						
Layered Tastes by Standard Issue	Painting	15	2	6						
"Limitare Bibens" Welcoming Banner	Painting	25	3	10						
Pteranodon Pterror Wall Poster by GoTeamGo	Painting	30	3	12						
Marsupial Mayhem Wall Poster by GoTeamGo	Painting	35	4	14						
Gnome Mercy Wall Poster by GoTeamGo	Painting	40	4	16						
Rabid Rallying Poster by GoTeamGo	Painting	45	5	18						
Scattered Visions by Erick van Hooueven	Painting	100	10	40						
Idols and Anchors Wall Painting by Gal Pals	Painting	125	13	50						
Taste in Two Dimensions Wall Painting by Secret Bohemia	Painting	495	50	198						
"Goats on a Boat" Rug by Palo Jackson	Rugs	15	2	6						
Stomp on 'Em Rug by GoTeamGo	Rugs	45	5	18						
The Foot Tapestry Rug by Elegance Asserted	Rugs	55	6	22						
Big Stomper Rug by GoTeamGo	Rugs	60	6	24						
Awesomecyclene Bromostylin' Rug by Optimal Construction	Rugs	125	13	50						
"Anger, Pain, Fear, Aggression" by Secret Bohemia	Seating	65	7	26						
"King of the 'Gate" Fold-Out Chair by GoTeamGo	Seating	65	7	26						
King of the Basement Living Chair by That Dumpster Out Back	Seating	75	8	30						
One of a Million by Standard Issue	Seating	75	8	30						
Cadet Chair by Optimal Construction	Seating	95	10	38						
Truth Odor Dare? Love Seat by That Dumpster Out Back	Seating	125	13	50						
Flat 'n' Scratchy Dining Chair by Standard Issue	Seating	140	14	56						
Sweet Find, Bro! Living Chair from That Dumpster Out Back	Seating	180	18	72						
Tilt 'n' Itch Living Chair by Standard Issue	Seating	215	22	86						
Common Space Comfort Sofa by Standard Issue	Seating	390	39	156						
High Backs, Low Taxes by Annals of Power	Seating	715	72	286						
The Waiting Room Sofa by Annals of Power	Seating	1175	118	470						
Pondering Throne by Weighty Concepts	Seating	1225	123	490						
Legible Luxury Sofa by Elegance Asserted	Seating	1325	133	530						
A-Frame Bookshelf by Clap 'n' Board	Shelves/Storage	265	27	106						2
Herbenworg Bookshelf by SPROOP	Shelves/Storage	330	33	132						3
Fuzzy Drawers Dresser by Standard Issue	Shelves/Storage	365	37	146						
Melville and Milk Crates Bookshelf	Shelves/Storage	390	39	156						3
Herbendubelworg Bookshelf by SPROOP	Shelves/Storage	390	39	156						3
Nimbus Bookshelf by Weighty Concepts	Shelves/Storage	1375	138	550						4
Bumbling Stumbling End Table by GoTeamGo	Tables	20	2	8						
Face in the Crowd End Table by Standard Issue	Tables	45	5	18						
Hunker Bunker End Table by Gal Pals	Tables	55	6	22						
Pollack Art Desk by Secret Bohemia	Tables	95	10	38						
Sit Down and Hush Desk by Optimal Construction	Tables	140	14	56						
Stains and Growing Pains Coffee Table by Standard Issue	Tables	160	16	64						
Ruddy Rudyard Coffee Table by The East West Indies Company	Tables	190	19	76						
Light and Truth End Table by Elegance Asserted	Tables	195	20	78						
All You Survey Globe and End Table by Annals of Power	Tables	320	32	128						
The Pointdexter Upright Desk	Tables	400	40	160						
Grindstone Cowboy Desk by Standard Issue	Tables	475	48	190						
Titan Desk by Weighty Concepts	Tables	915	92	366						
Hope and Love Kicky Bag	Toys	35	4	14						5
Spinnin' and Winnin' Flying Disc	Toys	45	5	18						6
Bend it Like Bananas Soccer Ball	Toys	75	8	30						5
Wild Thornbucky Tree	Vegetation	25	3	10						
Burlington Bushblossom Tree	Vegetation	210	21	84						
Fall Burlington Bushblossom Tree	Vegetation	215	22	86						
Bumper Buffer Parking Stripe	Vehicles	150	15	60						
Bumper Buffer Parking Stripe	Vehicles	150	15	60						
Relocation Rover	Vehicles	15600	1560	6240						
Mini-Mercantile Window by Clap 'n' Board	Window	70	7	28						
Square Sightlines Window by Standard Issue	Window	75	8	30						
Warm Winters Window by Optimal Construction	Window	100	10	40						
Mighty Mercantile Window by Clap 'n' Board	Window	145	15	58						
SuperSquare Window by Standard Issue	Window	150	15	60						
Cold Climax Double Window by Optimal Construction	Window	170	17	68						

Tour of Sims University

Welcome to Sims University, a quaint college town nestled between a line of hills and a body of water. The university is the reason for this town's existence and is the center of this community. While the main buildings are focused on higher education, many other structures help support the college life by providing goods and services to help expand the experience of student Sims and provide a well-rounded education.



This town tour pulls back the curtain on every single venue, community lot, and household (both pre-existing and empty lot) available to newcomers. Use this chapter to not only master the lay of the land, but also determine a game plan for exploring and collecting. If you are working on a Science degree or just the Science skill, you'll need to find samples. The maps in this chapter will help you find them so you can then begin analyzing these samples.

Note

The all-new venues—B's Bowlarama, Keith's Komics, the Grotto, Roasted Toasted Beans Coffee Shop, and the Student Union—are all detailed in the New Venues chapter.

Academic Venues

Unlike most other expansion towns for The Sims 3, Sims University does not offer any career venues. The town focuses on helping Sims earn a college degree. That is the only reason your Sims can come to the university. Once their term is over, whether they graduate or not, they return to their home in Sunset Valley (or whichever town they call home). They can then reenroll in the university and return to the campus for another term. At Sims University, academics is your career. However, what you learn here will help you in your careers when you go home.

Note

The Connors Student Union Building, which is a part of the university campus, is detailed in the previous chapter on New Venues.

St. John Administration Center

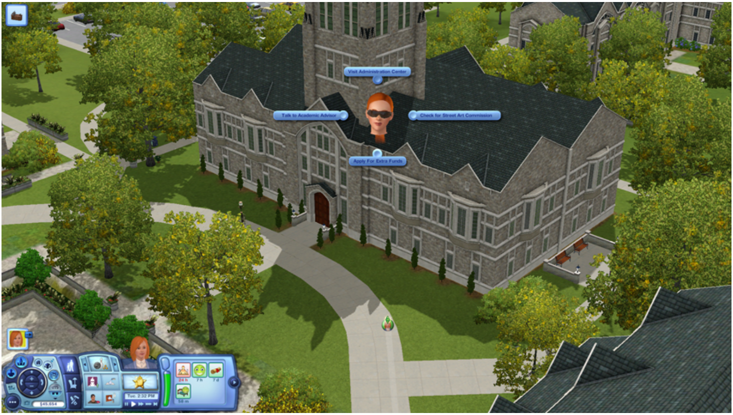
- Address: 100 Sims University
- Function: City Hall/School Administration

Interactions

- Visit Administration Center
- Talk to Academic Advisor
- Apply for Extra Funds
- Check for Street Art Commission (Street Art skill level 6)
- Request Roommate Reassignment (if Sim is living in the dorms)

While you never need to visit the Administration Center while you are going to college at Sims University, it can be very beneficial to do so. There are only a few interactions, but those can be quite useful. If you are having trouble with your academic progress, be sure to stop in and talk to an academic advisor. This advisor can help pick up your mood if you are down and give your academics a boost.

Because you do not have a job while you are at school, you might find yourself running low on cash. If so, stop by the Administration Center and apply for some extra funds. The process does take some time, so do it after your classes are completed for the day. Depending on how well you are doing academically, you will usually get some Simoleons to help pay for your expenses. It is a good idea to apply for extra funds whether you need them or not because this is free money. Use it to upgrade the furniture in your dorm room or other living area so you can be more comfortable.



Finally, if you are working on your Street Art skill, once you have advanced to level 6, you can go to the Administration Center to get a commission to create street art. The advantage of getting a commission is that you now have official permission to do street art and so do not have to worry about being arrested and fined. In addition, the administration pays you a fee once your work of art is completed—a win-win situation for all involved—especially you.

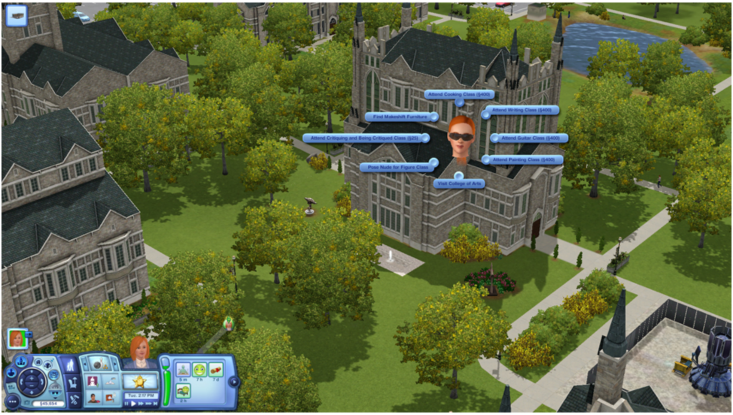
Thomas School of Art

- Address: 220 Sims University
- Function: School/Fine Arts Degree

Interactions

- Visit College of Arts
- Attend Critiquing and Being Critiqued Class (25)
- Attend Cooking Class (400)
- Attend Guitar Class (400)
- Attend Painting Class (400)
- Attend Writing Class (400)
- Find Makeshift Furniture
- Pose Nude for Figure Class

If you are working on a Fine Arts degree, you will take classes at the School of Art several days during the week. However, this venue is also useful for all Sims who want to take a class on one of the four skills offered. Taking a class is a good way to get started on a skill. Also, if you are working on another major, but want to come back later to earn a Fine Arts degree, start working on some art-related skills. Then when you apply, you may be able to get credits toward the degree as well as a scholarship because you already have shown abilities in those skill areas.


Attend Cooking Class (§400)
Find Makeshift Furniture
Attend Writing Class (§400)
Attend Critiquing and Being Critiqued Class (§25)
Attend Guitar Class (§400)
Pose Nude for Figure Class
Attend Painting Class (§400)
Visit College of Arts

Do you need something to help decorate your living space? Stop in at the School of Art and you can find some makeshift furniture. Also, if you need to make some extra money, you can pose nude for the figure class. This is not available if you have the Never Nude trait. Otherwise, take it off for art—and for your wallet.

Nichols School of Business

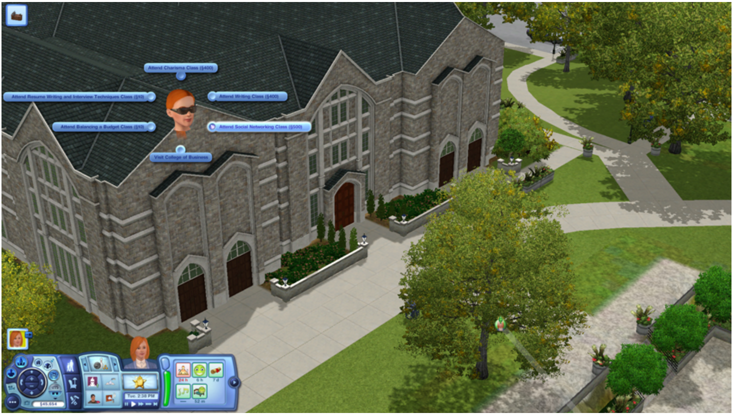
- Address: 105 Sims University

- Function: School/Business and Communication Degrees

Interactions

- Visit College of Business
- Attend Balancing a Budget Class (10)
- Attend Charisma Class (400)
- Attend Resume Writing and Interview Techniques Class (10)
- Attend Social Networking Class (500)
- Attend Writing Class (400)

Those Sims working on degrees in either Business or Communications will take several classes at the School of Business. In addition, all Sims can take classes to work on Charisma, Social Networking, and Writing. If you don't already have it in your Skills list, Charisma is a good one to begin because you can really build it up as you socialize on campus. The other two classes are inexpensive and help build up skills you already have obtained such as Charisma and Writing.


Attend Charisma Class (§400)
Attend Resume Writing and Interview Techniques Class (§10)
Attend Writing Class (§400)
Attend Balancing a Budget Class (§10)
Attend Social Networking Class (§500)
Visit College of Business

Busche School of Science

- Address: 235 Sims University
- Function: School/Science and Medicine Degree

Interactions

- Visit College of Science
- Attend Gardening Class (400)
- Attend Logic Class (320)
- Attend Science Class (400)
- Cure Botanitis

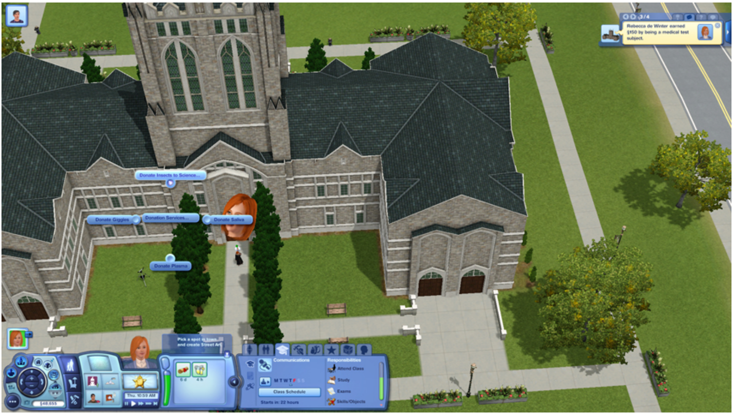
Test Subject Interactions

- Medical Subject
- Science Subject

Donation Services Interactions

- Donate Insects to Science
- Donate Giggles
- Donate Plasma
- Donate Saliva

Sims working on a Science and Medicine degree will take several classes at the School of Science. In addition, all Sims can take classes to work on Gardening, Logic, and Science. In addition to taking classes inside this building, Science and Medicine students have an activity class where they use the anatomy skeletons near this building to study.

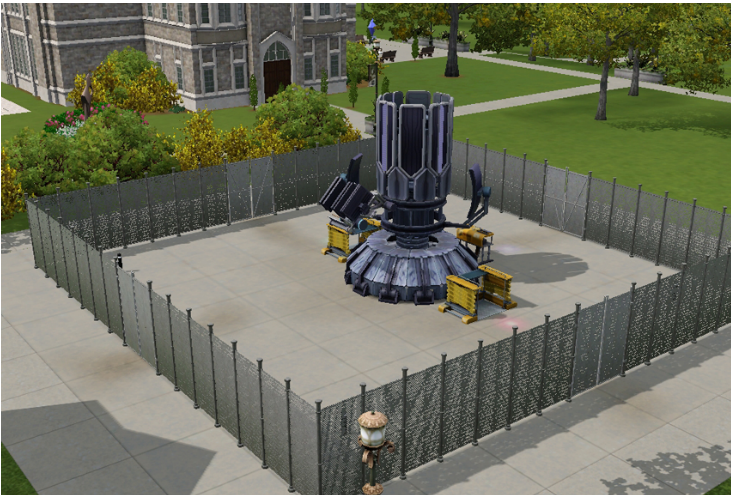


Rebecca de Winter earned §150 by being a medical test subject.

Pick a spot in town and create Street Art

Make some additional money at the School of Science by becoming a test subject or donating items. You make more from being a test subject, but if you like to collect insects, you can donate them for a fee. The more rare the specimen, the more money you can earn. Also be sure to take time to donate giggles and saliva, or for twice as much money, donate plasma.

School of Science Proving Ground

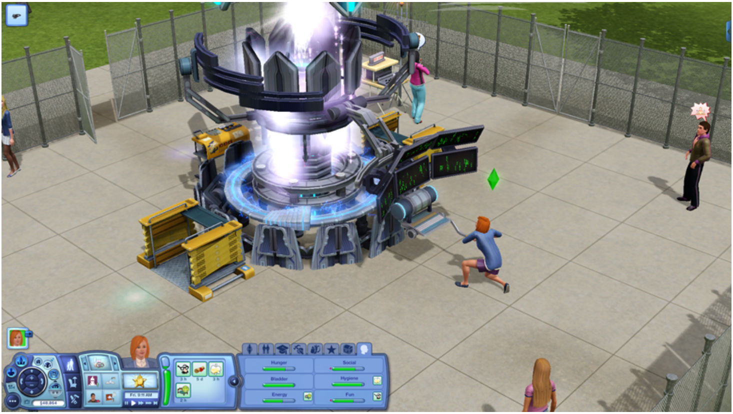


- Address: 237 Sims University
- Function: Science Experiments

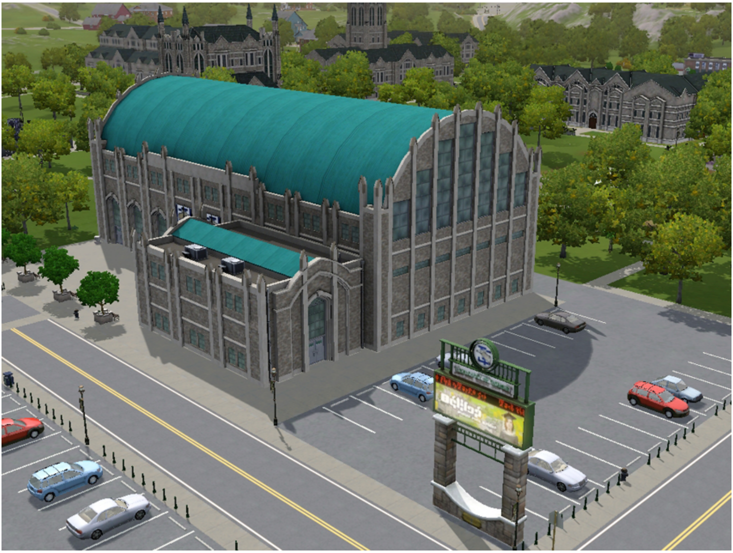
Interactions

- Adjust the Blue Magnatomic Pulse Array
- Interface with the Green Mind Melder Module
- Study the Red Pad Tie Node
- Pull Lever of Doom

Sims working on the Science and Medicine degree need to complete some Science skill building activities. The School of Science Proving Ground is the place to complete the Group Science Project. You can adjust, interface with, and study the three main parts on your own or work with other Sims to complete these tasks so you can then pull the Lever of Doom. This not only raises your Science skill, it also allows you to connect with the Overmind and gives you and the other Sims the Hive Mind! moodlet. While this is active, you can improve your skills at twice the normal rate. Keep using the Group Science Project to further increase your Science skill, or work on another skill.



Schmidt Memorial Stadium & Annex



- Address: 255 Llama Lane
- Function: School/Stadium

Stadium Interactions

- Attend Athletic Class (400)
- Attend Concert (40)
- Attend Game (60)

Play Collegiate Sports Interactions

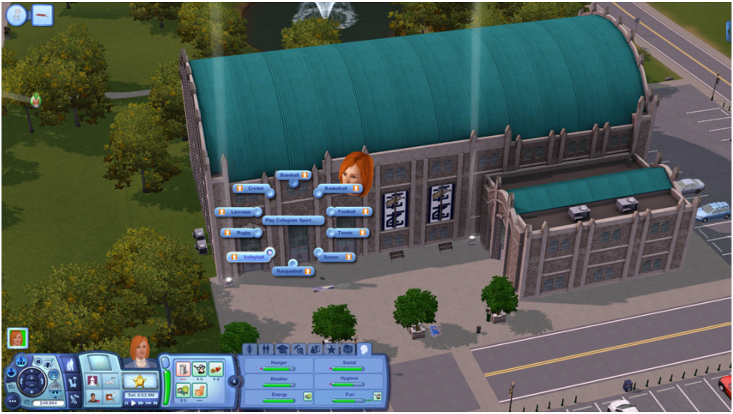
- Baseball
- Basketball
- Cricket
- Football
- Lacrosse
- Racquetball
- Rugby
- Soccer

- Tennis
- Volleyball

Annex Interactions

- Visit Annex
- Attend Handiness Class (320)

The Stadium offers several options. Some classes are held here that deal with sports. Most majors require you to take a sports class of some type—not just the Physical Education major. In addition, you can play several different types of Collegiate Sports. Playing sports helps you increase your Influence with the Jocks social group. It also improves your Athletic skill. In addition the Stadium has offers entertainment some afternoons and evenings. Catch a game played by the university teams or attend a concert. Each of these require a fee. However, at times, you can attend free concerts with friends when they are available. If you are not sure when the next concert or game is, place the cursor over the selection and a small window appears informing you of the time of the next event.



The Annex is attached to the stadium. Here you can take a Handiness class to begin working on the Handiness skill.

University Quad

- Address: 102 Sims University
- Function: University Hangout

Interactions

- Sit
- Play Guitar
- Play Chess
- Watch Chess Game
- View Fountain

Located in the center of the campus complex, the University Quad is a great place for Sims to hang out in-between classes (or other times). Build up your Logic skill by playing Chess at one of the two chess tables. Play the guitar near the fountain to improve your Guitar skill. There are also several benches where you can sit and study or just relax. Some classes such as Communications use the quad for their activity classes.

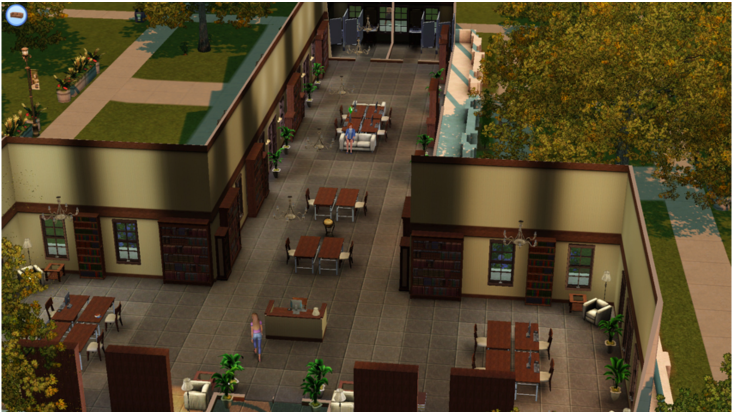
Howard Memorial Library

- Address: 202 Sims University
- Function: Library

Interactions

- Read
- Use Computer

The university library is a great place to read books or use the computers for studying, chatting, social networking, and even playing video games. There are also rest rooms in this building so you can relieve your bladder without having to head home or to another building. The library bookshelves offer a variety of titles. Some are school related while others are great for reading for entertainment.



Commercial and Community Venues

Students may spend a lot of time in class, but they still need to get out and do some shopping for supplies and other items. Sims University has got them covered with several shops and places where they can pick up something to eat or drink. There are also several spots where Sims can go for entertainment and just have fun.

Note

B's Bowlarama, Keith's Komics, the Grotto, and Roasted Toasted Beans Coffee Shop are all covered in the previous chapter on New Venues.

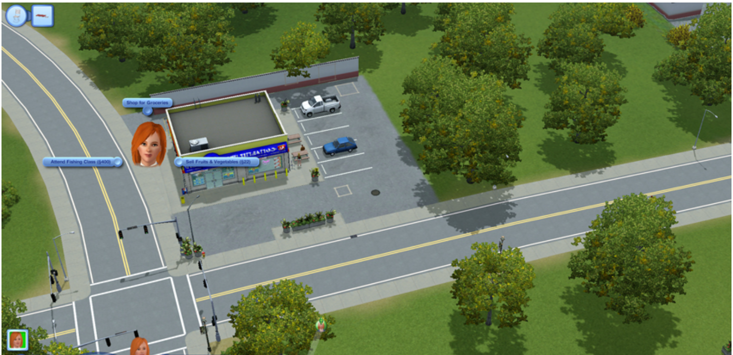
Night Owl Foods

- Address: 725 Presidents Drive
- Function: Grocery Store

Interactions

- Attend Fishing Class (400)
- Sell Food
- Shop for Groceries

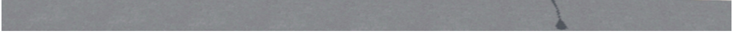
While most students opt for quick meals that do not cost anything, these do not satisfy Hunger as well as a good, cooked meal. Plus, while cooking meals to eat, your Sim can also be working on the Cooking skill, which can come in handy for all Sims, especially those students studying Fine Arts. You can purchase individual ingredients or purchase ingredients in groups based on recipes you currently know how to prepare. You can also sell fruits, vegetables, fish, and other food you grow, catch, or otherwise acquire.



Item	Price
Anchovy	5
Lettuce	5
Tomato	5
Goldfish	6
Grapes	6
Apple	6
Alley Catfish	6
Tofu	7
Cheese	8
Links	8
Rainbow Trout	9
Egg	11
Onion	11
Potato	11
Tuna	11
Watermelon	14
Lime	14
Sweet Grass	14
Salmon	14
Kona Bean	14
Maui Bean	17
Swordfish	17
Bell Pepper	18
Wonderpetal	18
Peppermint	18
Midnight Bean	18
Licorice	20
Ginseng	20
Garlic	23

Basil	§ 23
Patty	24
Cinnamon	§ 24
Lobster	25
Lavender	§ 26
Buzzberry	27
Greenleaf	§ 25
Birthday Inferno Cake	30
Steak	§ 30
Roast	30
Cortado Bean	§ 33
Bubbleleaf	39
Ducksworth of Bathington	§ 40
Chamomile	44
Mood-Lite Candle	§ 65
Red Berry Bean	75
World's Brew Bubble Bath	§ 100

University Bookstore

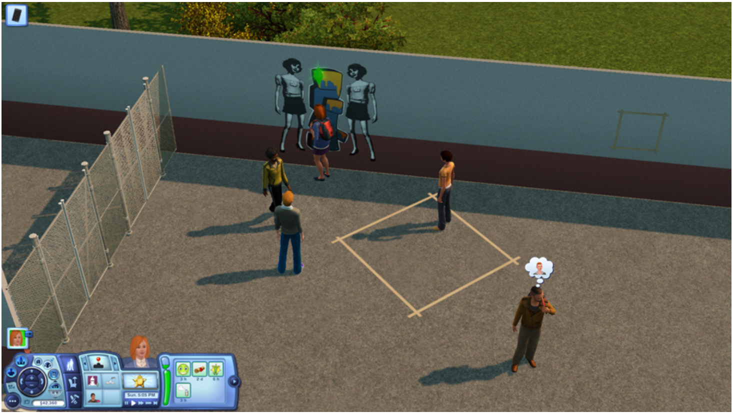


- Address: 715 Presidents Drive
- Function: Bookstore

Interactions

- Attend Fishing Class (400)
- Sell Food
- Shop for Books

The bookstore is a great place to get books for improving skills, learning recipes, discovering information about fishing, purchasing sheet music, and getting comics without having to deal with the Nerds at the comic book store on the other side of the campus. In addition, you can also sell back books you have already read for some cash.



Note

For those aspiring Street Art Sims, the walls along the parking lots of both Night Owl Foods and the University Bookstore are great for murals. If there are several other Sims around, you can earn some tips. Just watch out for the cops. They may arrest and fine you for painting without permission.

Dive n' Splash Pool

- Address: 504 S. Bend Ave.
- Function: Swimming Pool

Interactions

- Swim
- Play Video Games
- Buy Drink
- Buy Snack
- Play Foosball
- Play Pool
- Take Photo

The Dive n' Splash Pool is a great place to cool down and take in a swim. Other fun activities here include video games, a foosball table, a pool table, and a photo booth. The locker rooms also contain showers so you can clean up while you are here. If you are feeling hungry, stop by the snack bar and get a drink or a snack. The same items are available here that you can find at other snack and beverage bars.

Make Big Splash
Dive
§45,885
Mon. 11:41 AM
9 d
19 m
2 h
Hunger
Social
Bladder
Hygiene
Energy
Fun

Drink	Price
Brownie	10
Slice of Cake	10
Cheese Danish	10
Key Lime Pie	10
Muffin	10
Bagel	10
Donut	10
Cookie	10

Drink	Price
Chamomile Kick	29
Greenleafapalooza	19
Ridiculous Red Apple	4
Wondrous Onyum	7
Buzzberry Rush	18
Licorice Energsplosion	13
Watermelon Mushroom Cloud	9
Peppermint Party	12

Garlicious	15
In Your Face Lime	9
Spud Suds Sock	7

Drink	Price
Ginseng Tea	9
Buzzberrry Tea	18
Licorice Tea	13
Greenleaf Tea	19
Bumbleleaf Tea	26
Chamomile Tea	29
Wonderpetal Tea	12
Peppermint Tea	12
Lavender Tea	17
Basil Tea	15
Cinnamon Tea	16
Sweet Grass Tea	9

Drink	Price
Banana Non-Fat Cappucino with White Chocolate Swirl	0
Lite Chai	0
Double White Chocolate Latte	0
Banana Non-Fat Frothiccino with Extra Foam	0
Half-Caf Soy Latte	0
Double Chocolate Frothiccino with Extra Foam	0

Drink	Price
Organic Kona Lift	9
Organic Maui Slappucino	11
Organic Red Rocket	50
Organic Cortado	22
Organic Midnight Mud	12

Pump You Up Gym

- Address: 508 S. Bend Ave.
- Function: Gym

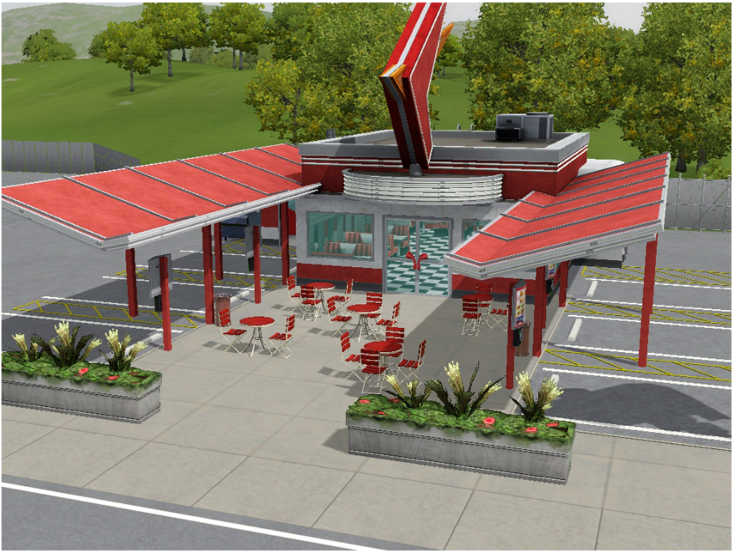
Interactions

- Pump Iron
- Work Out
- Shower
- Play Ping Pong
- Play Juice Pong
- Use Vending Machine

Need some fun? Want to work on your Athletics skill? Then head over to the Pump You Up Gym. There you can either work on building strength or cardio. In addition to working out, the gym is a great place to socialize and meet other Sims—especially those in the Jocks social group. Upstairs are some ping pong tables where you can play either ping pong or juice pong if you are in the mood for a little excitement. After working out, your Sim will likely be sweaty. Head down to the basement and take a shower so you can continue socializing and having a great time. Just remember that this gym is here to pump...you up!

Basic Workout

SimBurger

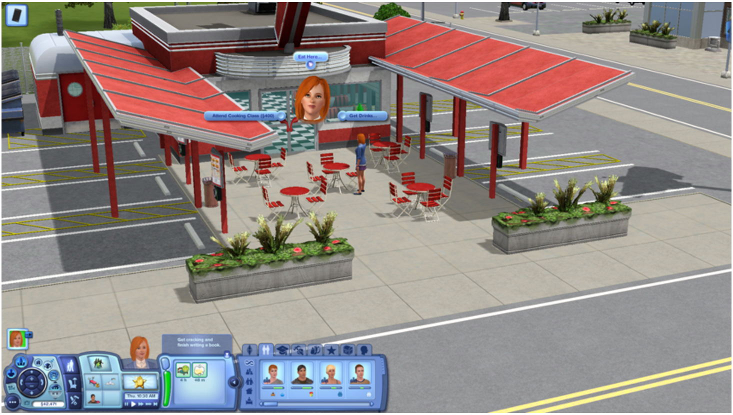


- Address: 520 S. Bend Ave.
- Function: Diner

Interactions

- Eat Here
- Get Drinks
- Attend Cooking Class (400)

While you can eat or get a drink here by yourself, it is more fun to come to the SimBurger on a date or with a group. You can also take a Cooking class if you want to get a good start on your Cooking skill.


Eat Here...
Attend Cooking Class ($400)
Get Drinks...
Get cracking and finish writing a book.
Thu. 10:30 AM

Note

If you have been working on your Cooking skill already, your Sim might be able to learn a new recipe by dining here. This can save you the cost of buying the recipe at the bookstore.

25 Frames Cinema

- Address: 1021 University Drive
- Function: Movie Theater

Interactions

- Tour Theatre
- Attend Movie (40)
- Attend Free Movie with Group
- Attend Guitar Class (400)

Sims working on their Fine Arts degree may want to take a class here to give their Guitar skill a good start. Otherwise, the cinema is a great place to have fun. There are several different movies showing here in the afternoons and evenings. Go to the movies by yourself, on a date, or with a group. If you are going as a group, you can take in a free movie and save your Simoleons.

Parks and Fishing Spots

Though it is a college town and most of the people are focused on earning a degree, Sims University also offers a variety of parks and fishing spots where Sims can go to relax or work on their Fishing skill.

Woodland Park

- Address: Woodland Trail

Interactions

- Fish
- Swim
- Cook
- Have Bonfire Party

Located next to the large body of water, Woodland Park is a great spot to do a little fishing or to take a swim. For Jocks who want to increase their Influence with this social group, use this location for a bonfire party. In addition to park benches, there are also barbecue grills where you can prepare a meal.

Senior Lake Park

- Address: Lakeview Trail

Interactions

- Fish
- Swim
- Cook
- Have Bonfire Party

This park is situated around a small lake. Sims can fish or swim in the lake or have a barbecue with friends. There is also a fire pit perfect for bonfire parties. A trail surrounding the lake is great for jogging and getting some exercise while in the fresh air.

The Point

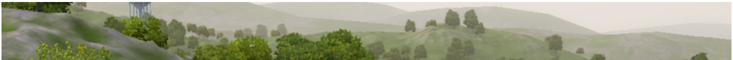
- Address: 585 S. Bend Ave.

Interactions

- Cook
- Have Bonfire Party

The Point is located at the foot of the hill where the large Sims University Logo is located. This small park offers only a few activities. However, like several of the other parks, this one has a fire pit for putting on a bonfire party.

Just-a-Park



- Address: 1333 Grant Ave.

Interactions

- Light Fire Pit

This is a very small park with only a small fire pit. While it is fine for a gathering of a few friends, the fire pit is too small for a bonfire party. It is located in the middle of the residential area so it is close to a number of homes for a quick break to enjoy nature—and some toasted marshmallows.

Championship Lake

- Address: 210 Sims University

Interactions

- Fish
- Play Chess

This park is located right in the middle of the college campus and makes a good place to take a break in-between or after classes. Get in a quick game of chess or do a little fishing without having to take a long bike ride to one of the other parks on the town’s perimeter.

Llama Beach

- Address: 101 Llama Lane

Interactions

- Fish
- Swim
- Nap
- Relax
- Cook
- Have Bonfire Party

This beach is a great place for a party or for just taking it easy. Take a nap or relax in one of the beach chairs after swimming or fishing in the body of water. Fire up the barbecues, or use the large fire pit for bonfire parties. The park also has restrooms so you can stay longer without having to worry about your bladder.

Housing, Households, and Lots

In normal towns, you purchase a residence in which to live, but when attending Sims University you stay in a residence for the term. Some, such as dorms, fraternities, and sororities are free to stay in during the term. However, if you would like more privacy, you can rent a home. While you can decorate your residence however you want, remember that at the end of the term, you return home.

Note

If you return to the university and rent that house again, all your upgrades and decor will still be there. Or you can pack any items into inventory and take them home with you.

Dorms

There are three different dorms and all are located on campus. The advantage of staying in a dorm is that you are close to all of your classes and because dorms are coed, you have several roommates of both genders with whom you can socialize. Many romantic relationships have sprung up between dormmates. All of the dorms are very similar. Each has a kitchen, dining room, study with computers, entertainment room with a TV and video game system, bathrooms, workout rooms, and several bedrooms. Some bedrooms have a single bed while others have two beds. If you want an individual room to yourself, be sure to claim the bed for use and consider locking the door to the room so only you can enter.

Henry Hall

- Address: 505 S. Bend Ave.

Henry Hall is a good dorm for Jocks as well as those going into Physical Education. It is across the street from the gym and swimming pool and near the stadium.

Malan Hall

- Address: 331 Sims University

Located near the School of Science and the comics store, Malan Hall is a good choice if your Sim is studying Science and Medicine or wants to gain Influence with the Nerds social group. Its proximity to the School of Art also makes this a good choice for those students studying Fine Arts.

De Anda Hall

- Address: 704 Presidents Drive

Business and Communications majors find De Anda Hall closer to the School of Business than the other dorms. It is also the closest to the bookstore and grocery store.

Fraternities and Sororities

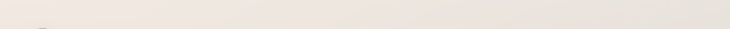
Sims University offers both a fraternity and a sorority. These are large homes off-campus with roommates of the same gender. They are similar to dorms in that several people live in a single building. Both contain a kitchen, living room, workout room, entertainment room, and bathrooms. Each also has a large fire pit in the backyard for bonfire parties. Some of the rooms have one bed while the others have two, so you can decide whether you want to share a room with another Sim or not. The advantage of these residences is that there are often parties at the residence so you don't have to leave to have a good time. You can also meet a lot of different Sims and there is a constant source of roommates for socializing at all hours of the day or night. The downside of the fraternity and sorority is that many of your roommates can be lazy and if you don't clean up frequently, your mood will suffer from the smell and mess.

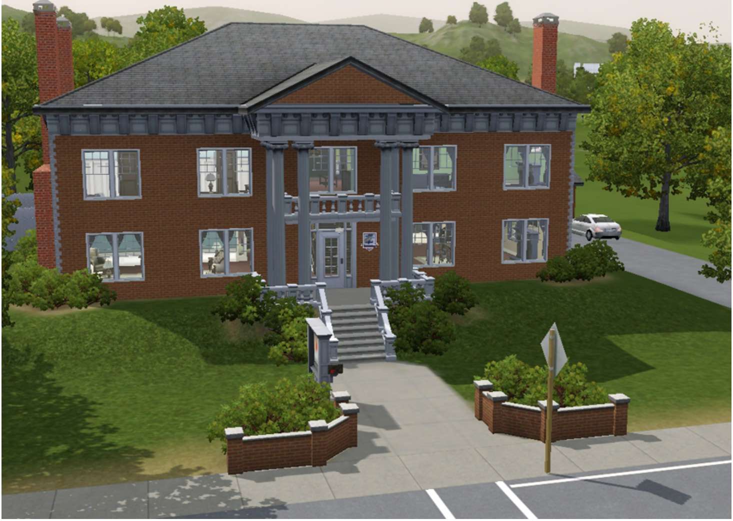
Urele-Oresha-Cham Fraternity

- Address: 736 Presidents Drive

The fraternity is only for male Sims. Sims from all social groups live at this residence, and there's a party nearly every night. In fact, there is a bar in the backyard where you can make your own drinks.

Tri-Fruhm Sorority





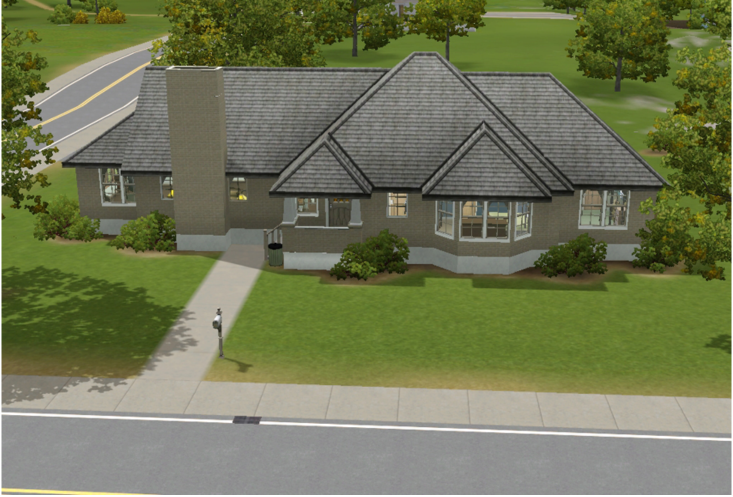
- Address: 749 Presidents Drive

Only female Sims can stay at the sorority. It is nicer than the fraternity because it has its own swimming pool as well as two cars for Sims who live there to use for getting around town quickly. The female Sims can be just a sloppy as the male Sims at the fraternity, so plan on cleaning up if you want to stay in a good mood. Plus there are several parties during the week here.

Homes for Rent

While the dorms, fraternity, and sorority can be fun, once you are in a romantic relationship or just want your own place, renting a home can be a good idea—especially if you are taking a full load of classes and don't have time for a lot of partying and extra socializing. Some homes are small and perfect for just one person while others are larger and more expensive. For the larger homes, you may want to get roommates to help pay for the rent.

Regal Ranch



- Address: 539 S. Bend Ave.
- 2 br, 2 ba
- Rent: 1,278

This is a good house if you plan on having a roommate live with you. It also has computers and other amenities. Because you are more than a block away from the campus, this is not a home you can return to quickly in-between classes. Consider purchasing a car to help you get around town.

Frome’s Cabin

- Address: 1057 University Drive
- 1 br, 1 ba
- Rent: 316

This is a great home for a single Sim who wants to live alone. It is directly across the street from the campus and actually closer to some of the Academic buildings than some of the dorms. The price is also cheap enough that most Sims can afford this.

Russet Ranch

- Address: 1341 Grant Ave.

- 1 br, 1 ba
- Rent: 317

This is similar to the Frome's Cabin home, though a bit nicer. However, it is a block away from the campus, so allow extra time to get to and from campus as well as other locations.

Revere Redoubt

- Address: 854 N. Bend Ave.
- 2 br, 2 ba
- Rent: 2,252

This nice home is several blocks away from campus. To help you get around, the home comes with a couple cars for you to use. It also comes with amenities including computers, TV, and much more. It is considerably more expensive, so consider getting a roommate or two to help offset the cost of rent.

Melville Manor

- Address: 1600 Collegeview St.
- 3 br, 2 ba
- Rent: 3,417

This large home is on the opposite side of town from campus and not close to anything. A car is a necessity. Luckily, this home comes with two in the garage. Due to the high rent, this is more appropriate for an adult Sim going back to school after having worked for some time or for one going back to get a second or third degree. Unless you have plenty of money, you should get at least a couple roommates to help pay for the rent. This is a great place for a Sim studying Science and Medicine because the third floor has an anatomy skeleton and science research station so you can study at home without having to go to campus.

Collectibles

Sims University has lots of things to collect when you are not in class or studying. Wondrous treasures await discovery. They can be hidden in lakes, woods, and even in the parks. These items will help you complete objectives, beautify your lot and home, and even make a few extra Simoleons on the side.

University Life introduces new insects and plants. This section will help you find them.

So, what are you waiting for? Collect butterflies and beetles to donate to the School of Science (or keep for yourself). Refine precious gems and metals into brilliant treasures. Reel in some curious fish. Space rocks have crashed to the ground around Sims University as well, and these can be found and analysed.

While the interactive maps in this section pinpoint the spawn locations of all collectibles, a certain randomness factors into collecting. Though we have provided the locations of collectibles, there is a chance they will not be there on the specific day you check. Maybe the next day. Maybe the next week. And if multiple collectibles in a category are listed for a spot, perhaps only one of that group will be present on any given day. But don't give up hope. Keep checking back and you'll find what you need.

Fish

Sims University is located on the shores of a large body of water and also has a couple lakes. Therefore, fishing is a good way to pass the time and catch something for dinner—or to sell.

Tip

Fishing is a fun way to line your pockets with Simoleons. Sell them to the store to score a payday.

Tip

Sims who Love the Outdoors get a huge mood boost out of fishing, and you can plop a radio next to them to drive that mood even higher. (This works for any Sim, not just those with the Loves the Outdoors trait.) Fishing is a great stress-reliever, too, for any Sims but those who Hate the Outdoors.

Fish	Skill Level Req.	Commonality	Locations Found	Preferred Bait
		Supernatural		
Toad	1	Common	Freshwater	Agarius Mushroom
Luminous Salamander	4	Uncommon	Freshwater, saltwater	Mycena Lux-Coeli
Fairy Damsel	8	Rare	Saltwater	Glow Orb Mushroom
		The Sims 3		
Minnow	0	Common	Freshwater, Saltwater	Apple
Anchovy	0	Common	Saltwater	Tomato
Goldfish	1	Common	Freshwater	Lettuce

Alley Catfish	1	Uncommon	Freshwater, Saltwater	Cheese
Jellyfish	2	Common	Saltwater	Grapes
Rainbow Trout	2	Common	Freshwater	Egg
Red Herring	3	Common	Freshwater, Saltwater	Hot Dogs
Tuna	3	Common	Saltwater	Onion
Piranha	4	Uncommon	Freshwater	Watermelon
Tragic Clownfish	4	Uncommon	Freshwater, Saltwater	Bell Pepper
Siamese Catfish	5	Common	Freshwater, Saltwater	Minnow
Blowfish	5	Uncommon	Saltwater	Potato
Salmon	6	Common	Saltwater	Lime
Black Goldfish	6	Common	Freshwater	Goldfish
Shark	7	Uncommon	Freshwater, Saltwater	Red Herring
Swordfish	7	Common	Saltwater	Anchovy
Angelfish	8	Uncommon	Freshwater, Saltwater	Alley Catfish
Vampire Fish	8	Rare	Water near Graveyard	Garlic
Robot Fish	9	Rare	Water near Science Facility	Piranha
Lobster	9	Common	Freshwater, Saltwater	Tuna
Deathfish	10	Rare	Water near Graveyard	Angelfish
		World Adventures		
Crocodile	4	Uncommon	Egypt	Siamese Catfish
Mummy Fish	8	Rare	Egypt	Pomegranate
Frogs	0	Common	France	Cherimola Blanc Grape
Snails	3	Uncommon	France	Renoit Grape
Crawfish	5	Uncommon	France	Frogs
Doitsu Koi	0	Common	China	Pomelo
Kawarimono Koi	3	Common	China	Plum
Ochiba Koi	5	Uncommon	China	Pomelo
Tancho Koi	7	Uncommon	China	Plum
Dragon Fish	9	Rare	China	Tancho Koi
		Late Night		
Sea Sludge	0	Common	Freshwater, Saltwater	Hot Dogs
Kissing Gourami	4	Common	Freshwater, Saltwater	Goldfish
Sewer Trilobite	6	Common	Freshwater, Saltwater	Minnow
		Showtime		
Orange Starfish	1	Common	Saltwater	Tofu

Purple Starfish	5	Uncommon	Saltwater	Tofu
Silver Starfish	10	Rare	Saltwater	Tofu

Click here for interactive maps

Fishing Skill

The Fishing skill is good for three things: Keeping food on the table, earning money, and relaxing. Sims with the Angler trait have a head start on other Sims who pick up a rod and reel, but any Sims can take a class to advance the Fishing skill or just plop a bobber in the water and start learning through experience.

Acquire by: Take Fishing Class, Read Fishing Book, Fishing

Development tools: No tools needed

Development Benefits

The Fishing skill begins one of three ways—by reading a book, taking a class, or just going out to a body of water and using the Fish interaction. Once the Fishing skill is under way, the skill increases either by continued reading or continued fishing. Just having a hook under the surface is enough to develop the skill, but this is a slow way to learn. The skill actually gets a bump when you catch a fish. And the bigger the fish, the bigger the skill bump.

When a fish is hoisted out of the water, the Sim holds it up and the weight of the fish is automatically logged in the Skill Journal. If it's a new type of fish, that is also noted.

Tip

Certain traits in addition to Angler affect the Fishing skill. Loves the Outdoors Sims get great moodlets from just being outside and fishing. Hates Outdoors, Easily Bored, or Clumsy traits dampen the ability to catch fish.

Once the Sim reaches level 3 with the Fishing skill, they can choose the Bait interaction at the water's edge to use a specific type of bait while fishing. Bait is essential if a Sim hopes to catch more than just the basic fish. Gaining levels also unlocks the ability to catch certain fish. However, just unlocking a type of fish does not guarantee actually catching it.

Using any bait slightly increases the chance of catching all fish. It also drastically increases the chance of catching the fish that love that specific bait type. Higher quality bait tends to catch bigger fish, but only for fish that specifically like that bait. So use Perfect bait to catch the biggest fish. You can also use bait to catch fish that are somewhat higher level than your Sim's Fishing skill. Sims can catch fish up to 3 levels higher than their skill by using the right bait, although it will be harder to catch those fish until the Sim is higher skill.

Skill Challenges

Amateur Ichthyologist: Amateur Ichthyologists have caught at least one of every fish type. Their deep understanding of marine life helps them catch the bigger fish.

Commercial Fisherman: Commercial Fishermen have caught at least 350 fish. They catch more fish in less time than normal Sims.

Plants and Seeds

Click here for interactive maps

There are two new types of plants and seeds to grow and harvest: Herbs and Coffee Beans.

Plant	Rarity
Truffles	Rare
White Caps	Common
Porcinis	Common
Glow Orbs	Rare
Spotlight Mushrooms	Uncommon
Red Toadstools	Common
Mycenas	Uncommon
Ghost Chili Bush	Rare
Mandrake	Common
Red Valerian	Common
Wolfsbane	Common

Seed	Plant Name	Rarity
Ginseng Seed	Ginseng Plant	Common
Sweet Grass Seed	Sweet Grass Plant	Uncommon
Cinnamon Seed	Cinnamon Plant	Uncommon
Basil Seed	Basil Plant	Common
Lavender Seed	Lavender Plant	Uncommon
Peppermint Seed	Peppermint Plant	Common
Wonderpetal Seed	Wonderpetal Plant	Uncommon
Chamomile Seed	Chamomile Plant	Rare
Bumbleleaf Seed	Bumbleleaf Plant	Rare
Greenleaf Seed	Greenleaf Plant	Uncommon
Licorice Seed	Licorice Plant	Uncommon
Buzzberry Seed	Buzzberry Plant	Uncommon
Forbidden Fruit	Forbidden Fruit Tree	Special
Kona Bean	Kona Bean Plant	Common
Black Bean	Black Bean Plant	Common
Elder Swan	Elder Swan Plant	Common
Expensive Berry	Expensive Berry Plant	Common
Maui Bean	Maui Bean Plant	Common

Seed	Plant Name	Rarity
	The Sims 3	
Watermelon Seed	Watermelon Vine	Uncommon
Lime Seed	Lime Tree	Uncommon
Bell Pepper Seed	Bell Pepper Plant	Rare
Garlic Seed	Garlic Plant	Rare
Death Flower Seed	Death Flower Bush	Special
Money Tree Seed	Money Tree	Special
Life Fruit Seed	Life Plant	Special
Flame Plant Seed	Flame Plant	Special
Omni Plant Seed	Omni Plant	Special
Egg Seed	Egg Plant	Special
Cheese Seed	Cheese Plant	Special
Burger Seed	Burger Plant	Special
Steak Seed	Steak Plant	Special

	World Adventures	
Grape Seed Char	Grape Vine Char	Common
Grape Seed Mer	Grape Vine Mer	Common
Grape Seed Blanc	Grape Vine Blanc	Uncommon
Grape Seed Blue	Grape Vine Blue	Uncommon
Grape Seed Cab	Grape Vine Cab	Rare
Grape Seed Pin	Grape Vine Pin	Rare
Pomegranate Seed	Pomegranate Tree	Uncommon
Plum Seed	Plum Tree	Uncommon
Pomelo Seed	Pomelo Tree	Rare
Cherry Seed	Cherry Tree	Rare
	Ambitions	
Vampire Plant Seed	Vampire Plant	Special
	Pets	
Carrot Plant Seed	Carrot Plant	Uncommon
	Showtime	
Banana Tree Seed	Banana Tree	Rare

Coffee Beans

Coffee Beans are a new seed that you can acquire and use in University Life. You can plant the beans to grow a coffee plant and then pick the beans that it produces. Eating coffee beans gives Sims the same moodlet at drinking coffee, as well as Coffee Breath. Some of the beans have additional effects when you eat them or drink beverages made with them. The Black Bean, which is used for Organic Midnight Mud, improves your ability to gain Ping Pong and Bowling skills as well as other hidden game skills. Elder Swan beans, which are in Old Joe's Organic Reserve, actually slow down the rate of needing to empty your bladder. Maui Beans, in Organic Slappucino, has no crash when coming down from a coffee buzz.

Herbs

Herbs are a new type of plant added to The Sims 3 with the University Life expansion. You can plant herb seeds and grow them yourself, or you can purchase herbs at grocery stores. Herbs can be eaten, added to food or drinks, and burned in an herbal incense burner, fireplace, fire pit, or bonfire. Each herb has a unique effect on a Sim when consumed, and burning herbs affect all Sims in the same room or near the fire pit or bonfire. Sims can be affected by only one herb at a time. There is a chance that the Sim will get the Herb Nausea moodlet instead of the desired affect.

Here are some of the effects of the various types of herbs:

- Basil: Increases chances of earning money or wealth
- Bumbleleaf: Gives Sims increased protection
- Buzzberry: Increases Sims' Athletic abilities
- Chamomile: Gives Sims increased courage
- Cinnamon: Increases success with Romantic interactions

- Ginseng: Prevents Sims from falling asleep when their energy gets very low
- Greenleaf: Helps Sims lose weight
- Lavender: Helps Sims sleep better and regain more energy
- Licorice: Improves Sims' health and digestion
- Peppermint: Improves the mood of a Sim
- Sweet Grass: Removes negative hangover or crash moodlets as well as the Herb Nausea moodlet
- Wonderpetal: Increases the brain power of a Sim

Seeds

Seeds for plants also are strewn about Sims University, which, coupled with a good home garden can help you grow necessary (and profitable) plants. Seeds appear at spawn spots scattered throughout town. Each seed is categorized by its rarity. There are four classifications for seeds: common, uncommon, rare, and special. Study the accompanying map and chart to find where different seeds spawn.

Note

You can also recover seeds introduced from previously installed expansion packs.

Gardening Skill

Gardening is a great skill for Green Thumb Sims, Sims who want to cook, and Sims who like the outdoors. This skill tree lets you turn a backyard into a harvestable-growing paradise. But gardening is a lot of work and takes time to master.

Acquire by: Take Gardening Class, Read Gardening Book, Plant Seed, Tend to Plants

Development tools: Gardening Books, Seeds

Development Benefits

Learn the Gardening skill by taking a class or reading a Gardening book. You can also plant a seed and cultivate it to start developing the skill. Once the skill has been acquired, Sims can choose the Plant interaction from seeds and other harvestables in their personal inventories. Once a seed has been planted, Sims can water it. As they continue leveling, they unlock two more critical interactions: Weed and Fertilize.

Here are the unlockable interactions or specials for the development of the Gardening skill:

Weed (Level 2): Once the Weed interaction is unlocked, Sims can yank choking weeds before they damage a harvestable. The higher the skill level, the less time it takes to clear weeds around a plant.

Fertilize (Level 3): Fertilizing is key to growing the best harvestables. The quality of the fertilizer is what affects the potential growth of the harvestable.

Uncommon Seeds (Level 5): Once the Sim reaches this level, they can plant uncommon seeds for plants like the Spotlight Mushroom.

Revive Plant (Level 6): If a Sim has the Green Thumb trait, this interaction is unlocked at level 6. A dying plant can be rescued with a pretty high success rate by using this interaction on it.

Rare Seeds (Level 7): Once the Sim reaches this level, they can plant rare seeds for such desirable harvestables as Ghost Chilis and Truffles.

Special Plants (Levels 8, 9, and 10): At level 8, you get the first of three special gardening Opportunities from the chef at the bistro. There is one Opportunity per level: 8, 9, and 10. Once all three have been completed, the Sim receives Omni Plant seeds and the ability to plant them.

The better care you give a plant and the higher your Gardening skill level, the better quality fruit a plant produces. Plants range from Horrifying to Perfect, just like prepared recipes from the Cooking skill. Better quality harvestables are worth more when sold.

To raise the best harvestables, you must show no mercy with your plants. Keep growing as many as you can and dispose of the lowest quality ones, so you keep breeding higher quality harvestables. Combine this tactic with raising your skill level to keep growing better harvestables. Using quality harvestables in your cooking and elixirs improves the quality of recipes, which in turn gives out better moodlets.

Skill Challenges

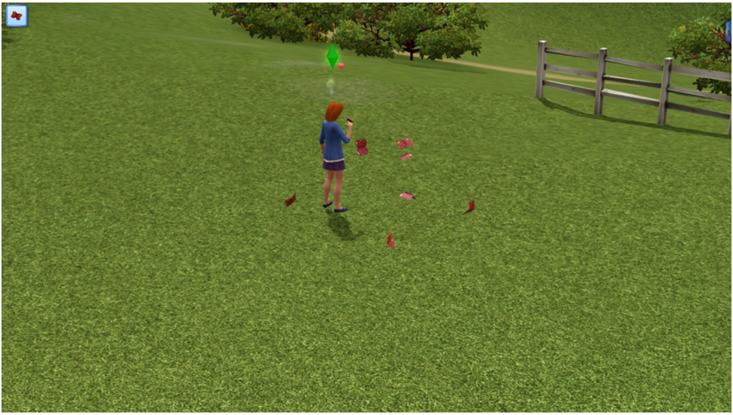
Master Planter: A Master Planter must plant every type of plant available. Once you have mastered the varieties, you can reduce weed growth significantly on future plants.

Botanical Boss: Botanical Bosses must harvest at least 75 Perfect fruits and vegetables. The plants of Botanical Bosses almost never die from neglect.

Master Farmer: Master Farmers have harvested at least 650 fruits and vegetables. The plants of Master Farmers remain watered and fertilized longer, meaning their gardens are more efficient.

Insects

There are two types of insects to collect in University Life—beetles and butterflies. Collecting these insects gets your Sims out of the house so they can avoid going Stir Crazy and soak up some nature. Insects can be donated to the School of Science for Simoleons (the rarer the insect, the more it is worth) or kept on your lot in terrariums.



Sims love to have a collection of pretty insects at home, so consider your lot environment before trading these finds in for cash. Having an attractive butterfly or rare beetle in a terrarium could be the difference between an okay room and one that gives your Sim the Nicely Decorated moodlet upon walking into it. And you know how critical it is to build up these moodlets in your quest for Lifetime Rewards.

Note

If you have Showtime installed, you can also collect Glow Worms.

Beetles

Click here for interactive maps

Watch your step! There's an entire world under your feet. Beetle skitter and scurry about, minding their own business until a curious Sim like you comes along to collect them. There are several types of beetles you can find at Sims University, all worth different amounts of Simoleons if you take them to the School of Science. But keep in mind that the more valuable a beetle is to the School of Science, the more of an environmental bonus it will have on your lot.

Bettle Values

Bettle	Rarity	Base Value
Cockroach	Common	1
Termite*	Common	5
Ladybug	Common	10
Spider*	Common	15
Japanese	Common	15
Water	Common	30
Light	Uncommon	40
Rhino	Uncommon	90
Stag	Uncommon	175
Spotted	Rare	400
Trilobite	Rare	750
Rainbow	Extraordinarily Rare	1,400
Plasma Bug	Extraordinarily Unusual	4,00
	* = only found if Late Night is installed	

Butterflies

Click here for interactive maps

Butterflies float and flit around town, filling the air with streaks of color. Like beetles, there are many different butterflies at Sims University, each with a different value to both the School of Science and your home. As tempting as it is to trade those pretty little wings in for some Simoleons, you may wish to install a handful of butterflies in terrariums around your lot for the beautification factor.

Butterfly Values

Butterfly	Rarity	Base Value
Moth	Common	§5
Monarch	Common	§10
Zephyr Metalmark	Common	§25
Red Admiral	Common	§35
Mission Blue	Uncommon	§50
Will O' Wisp Green*	Uncommon	§80
Green Swallowtail	Uncommon	§90
Royal Purple Butterfly	Uncommon	§150
Will O' Wisp Blue*	Rare	§250
Silver-Spotted Skipper	Rare	§325
Zebra Butterfly	Rare	§650
Will O' Wisp Pink*	Rare	§820
Rainbow Butterfly	Extraordinarily Rare	§1,080
* = only found if *Ambitions* is installed		

Glow Bug Values

Glow Bug	Rarity	Base Value
Yellow	Common	§10
White	Common	§10
Green	Common	§15
Orange	Common	§20
Blue	Uncommon	§80
Red	Uncommon	§120
Pink	Rare	§300
Purple	Rare	§450

Metals

Click here for interactive maps

There are several different kinds of precious metals you can pull off the ground—iron, silver, gold, palladium, and plutonium. However, when you pick them up, they are still in ore form. These metals must be smelted to make them valuable—and pretty. To turn ore into ingots, just send them away via an interaction with your lot's mailbox. When the ingot comes back, the value has improved by up to 75 percent. That's quite a boost for the 40 smelting fee.

Metals Spawned	
1	Iron - Iron
2	Silver - Silver
3	Gold - Gold
4	Palladium - Palladium
5	Plutonium - Plutonium
6	Iron/Silver/Gold - Iron, Silver, Gold
7	Tungsten Carbide - Tungsten Carbide*
8	Carbon Steel - Carbon Steel*

Metal Values

Metal Ore	Min. Weight	Max. Weight	Value of Min. Weight	Value of Max. Weight
Iron	1	52	7	20
Silver	1	52	§ 25	§ 35
Tungsten Carbide*	100	1095	35	70
Gold	1	52	§ 40	§ 120
Carbon Steel*	100	1095	120	300
Palladium	80	300	§ 300	§ 500
Plutonium	0.1	5	1,000	1,800
Diamond	1	105	§ 100	§ 200
* = only found if Late Night is installed				

Note

There are no new fish, metals, or butterflies in University Life.

Gems

Click here for interactive maps

While walking around campus or along the trails leading to the parks, don't just walk by the rocks you see on the ground. Upon closer inspection, your Sim will discover that some of them are actually valuable—well, potentially valuable—gems. However, just picking up a gem isn't the end of the collecting process. Gems require an extra step to maximize their value. You must send them away to be cut into beautiful stones, which increase their value. To have a gem cut, use the interaction on the mailbox or the gem itself. The more cuts you have made, the more become available, and the more money you can earn from the better cuts.

Note

Like a lot of things in this world, gem-cutting doesn't come for free. You must pay a fee to have a gem cut, and there are different prices on the cuts. Typically, the more expensive the cut, the more it increases the gem's value.

Gems

Gem	Min. Weight	Max. Weight	Value of Min. Weight	Value of Max. Value
Bloodstone	1	105	35	105
Sunstone	1	105	§ 330	§ 720
Moonstone	1	105	375	855
Blue Topaz	1	105	§ 9	§ 21
Smoky Quartz	1	105	15	25
Emerald	1	105	§ 20	§ 30
Ruby	1	105	25	35
Smithsonite*	1	105	§ 31	§ 71
Yellow Sapphire	1	105	35	60
Tanzanite	1	105	§ 65	§ 95
Diamond	1	105	100	200
Vampire's Eye*	1	105	§ 220	§ 375

Rainbow Gem	1	105	450	700
Luminorious Gem	1	105	150	350
Pink Diamond	1	105	1,200	1,650
* = only found if Late Night is installed				

Gem Cuts

Gem Cut	Available After # Cuts	Value Multiplier	Cost of Cut
Gemdust	0	0.25	5
Sun	100	5	600
Moon	100	5	600
Emerald	0	1.25	10
Sculptor’s Egg	0	3	175
Oval	4	1.5	20
Pear	8	1.75	35
Plumbbob	16	2	50
Marquis	30	2.3	75
Crystalball	45	2.6	100
Brilliant	60	3.5	250
Heart	Collect 10 different types of gem	5	1,000

Gem Legend

Gems Spawned	
1	Aqua - Aqua
2	Gems Low 5x - Aqua, Emerald, Yellow, Diamond, Bloodstone
3	Gems Low 3x - Smoky, Ruby, Yellow, Tanzanite, Bloodstone
4	Gems Med 1 - Aqua, Smoky, Diamond, Crazy, Bloodstone, Moonstone, Sunstone
5	Gems Med 2 - Emerald, Ruby, Yellow, Tanzanite, Crazy, Bloodstone, Moonstone, Sunstone
6	Gems High - Yellow, Tanzanite, Diamond, Rainbow, Moonstone, Sunstone, Bloodstone
7	Gems Epic - Ruby, Tanzanite, Diamond, Pink, Moonstone, Sunstone, Bloodstone

Note

Woohooium and Flourite Palmstone were introduced in Ambitions, but they are only found as part of the sculpting process.

Meteorites

Click here for interactive maps

Not every rock you scoop up is of this planet. Some are meteorites that crashed down from space. These rocks can be worth serious Simoleons if you're not afraid of a little risk. There are three sizes—small, large, and huge.

Meteorites can be worth quite a bit of money, but there is a degree of risk when you analyze a meteorite to determine what it is. Sometimes the raw value of a meteorite is greater than its worth once it has been identified. For example, if analysis reveals your meteorite is Ordinary Chondrite, the meteorite is now only worth half of its previous value. After analyzing it, there is no way to reverse the process, so you might be stuck with a less valuable space rock.

Meteorite Values

Meteorite	Min. Weight	Max. Weight	Value of Min. Weight	Value of Max. Weight
Small	1	65	10	30
Large	100	1050	50	200
Huge	50000	1,001,000	2,000	4,500

Meteorite Value Multiplier

Meteorite	Value Multiplier
Ordinary Chondrite	0.5
Howardite	0.7
Acapulcoite	0.7
Eucrite	0.8
Lodranite	0.8
Diogenite	0.9
Ureilite	0.9
Shergottite	1
Angrite	1
Nakhlite	1.1
Chassignite	1.2
Brachinite	1.2
Lunar	1.3
Winonaite	1.3
Aubrite	1.4
Ataxite	1.5

Hexahedrite	1.6
Unusual Bellacite	1.6
Unusual Sporecite	1.7
Kamasite	1.75
Octahedrite	1.8
Unusual Holmberic	1.8
Unusual Custerous Gossticite	1.9
Unusual Rodiekceous	2
Unusual Llamatite	2
Unusual Mazzadrayte	2.1
Unusual Pearsonite	2.1
Unusual Dukeadite	2.2
Rumurutite	3
Pallasite	4
Carbonaceous Chondrite	5
Enstatite Chondrite	6
Mesosiderite	10

Caution

Sims find most meteorites on the ground, but there may still be some up in the air, hurtling toward Sims University. Listen closely. If you hear ominous music creep into the background of everyday life, start looking for the hint of a shadow on the ground around your Sim. The second you spot that shadow, make tracks! This is the sign of an incoming meteorite. If you're still inside the meteorite's shadow when it strikes, your Sim will perish.